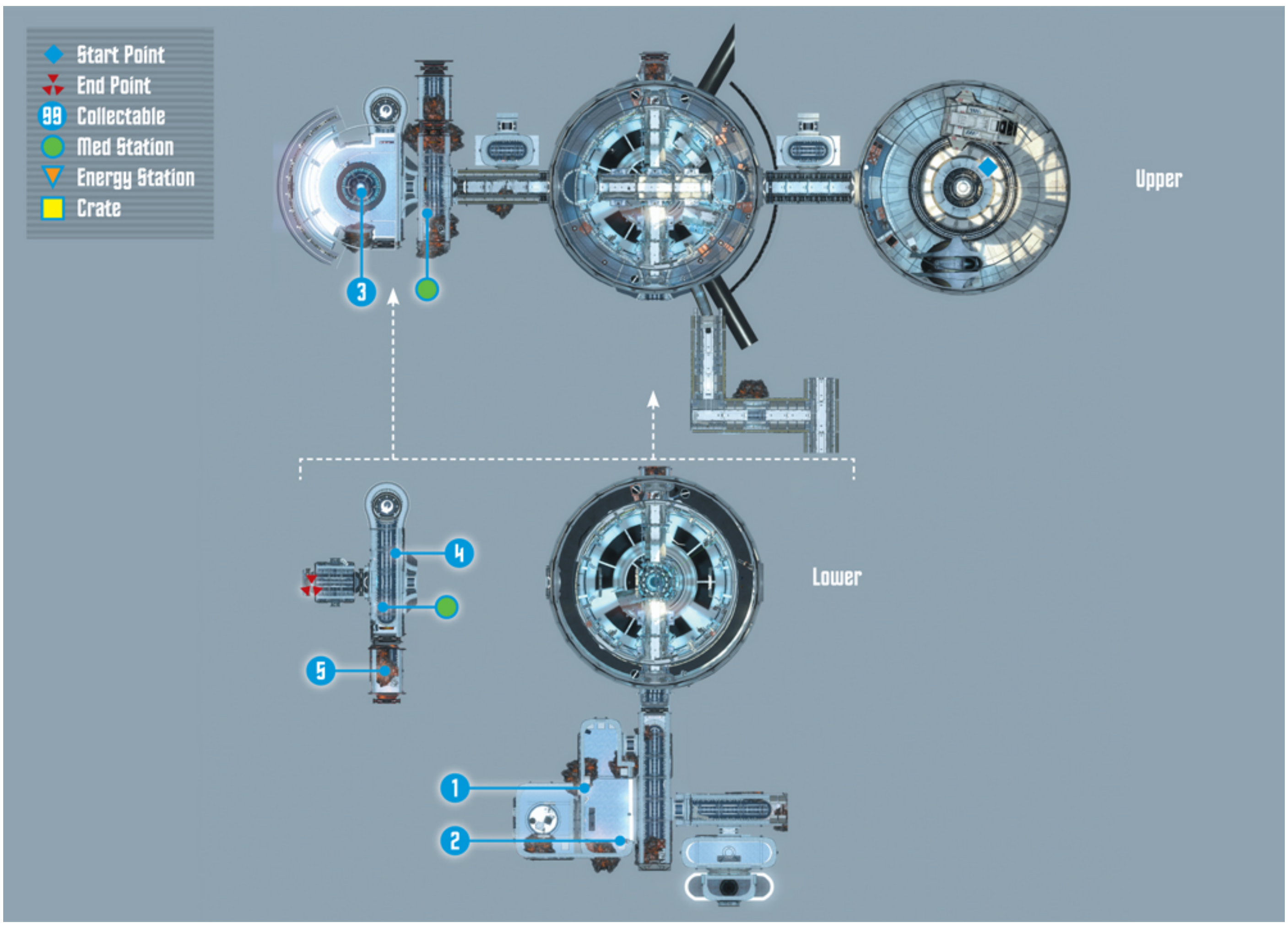
Chapter 2 Interactive Maps

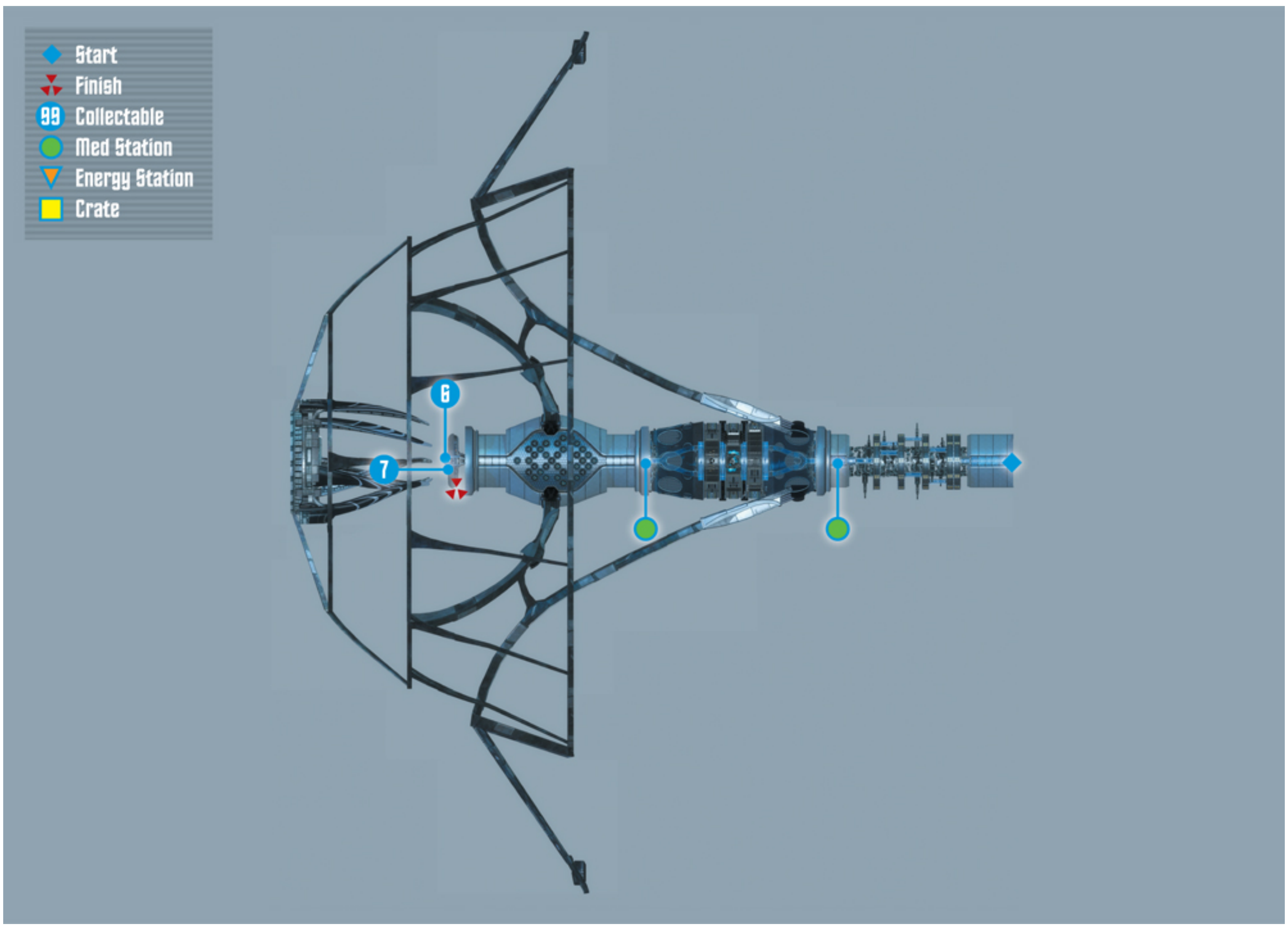
Chapter 2 Interactive Maps

Pre Helios


Start Point
End Point
Collectable
Med Station
Energy Station
Crate
Upper
Lower
1
2
3
4
5

Open this map in a new window

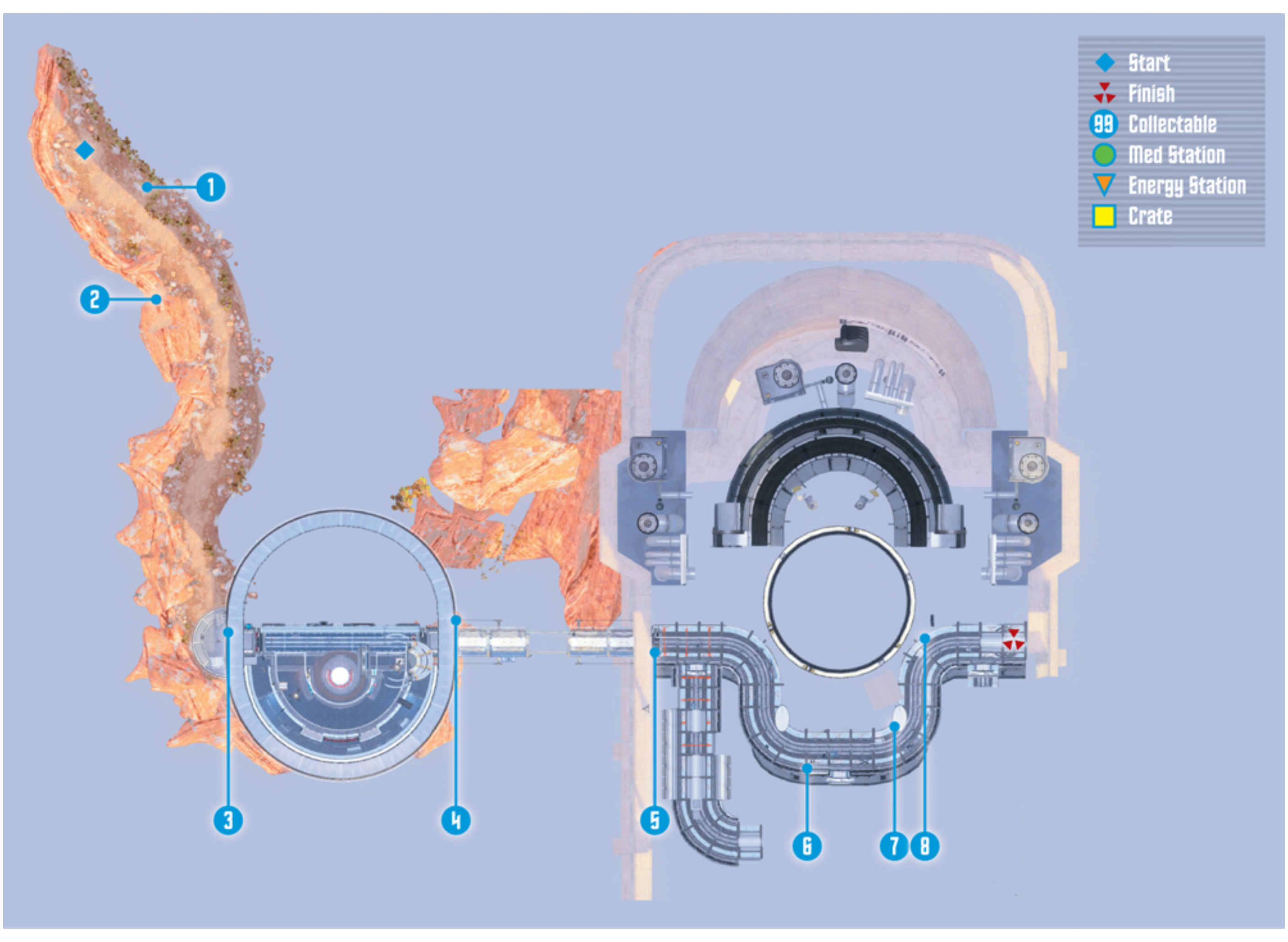
Helios-1


Start
Finish
Collectable
Med Station
Energy Station
Crate
6
7

Open this map in a new window

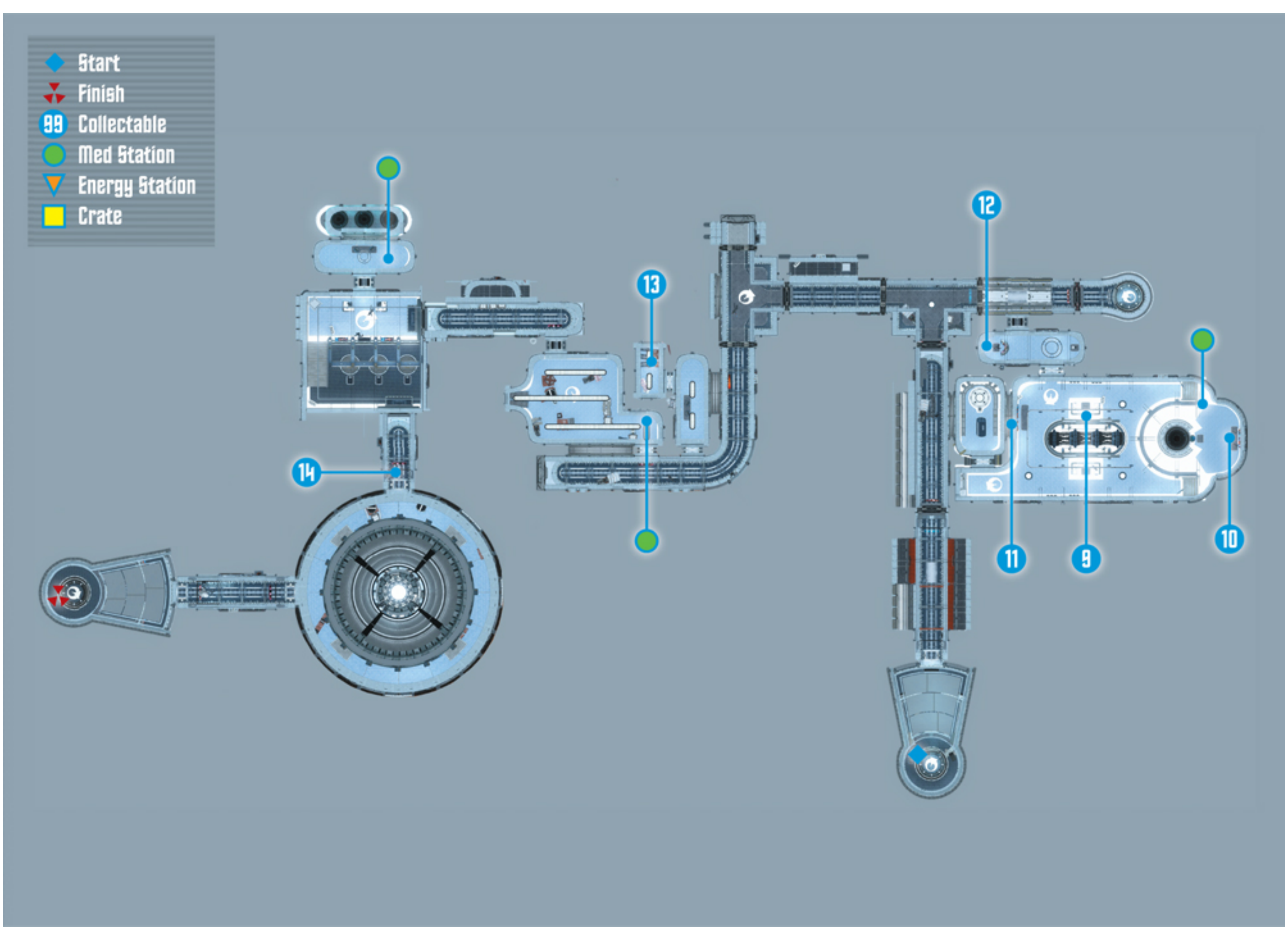
Chapter 3 Interactive Maps

Vulcan Planet


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
1
2
3
4
5
6
7
8

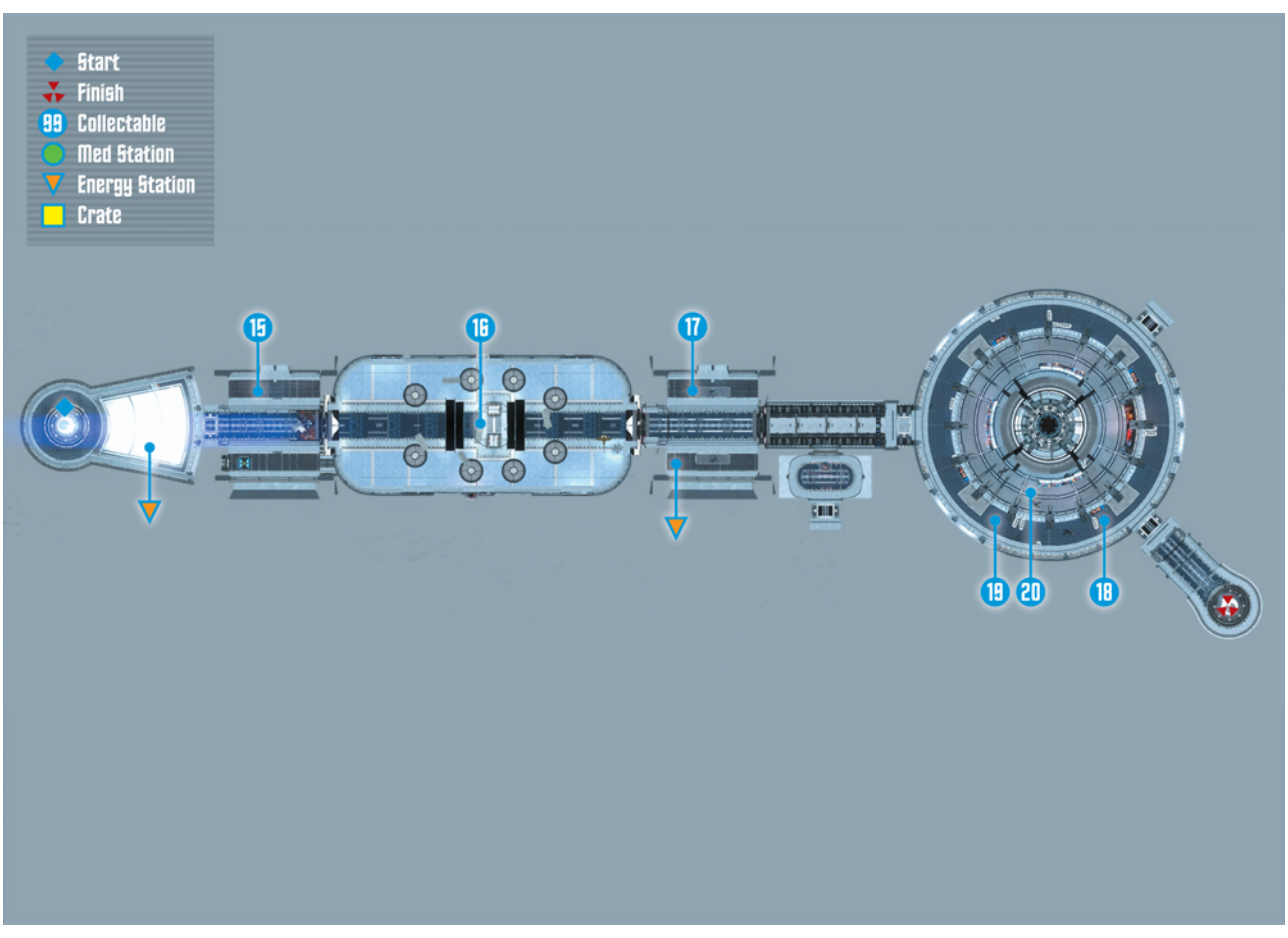
Open this map in a new window

Vulcan Laboratories


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
12
13
14
11
9
10

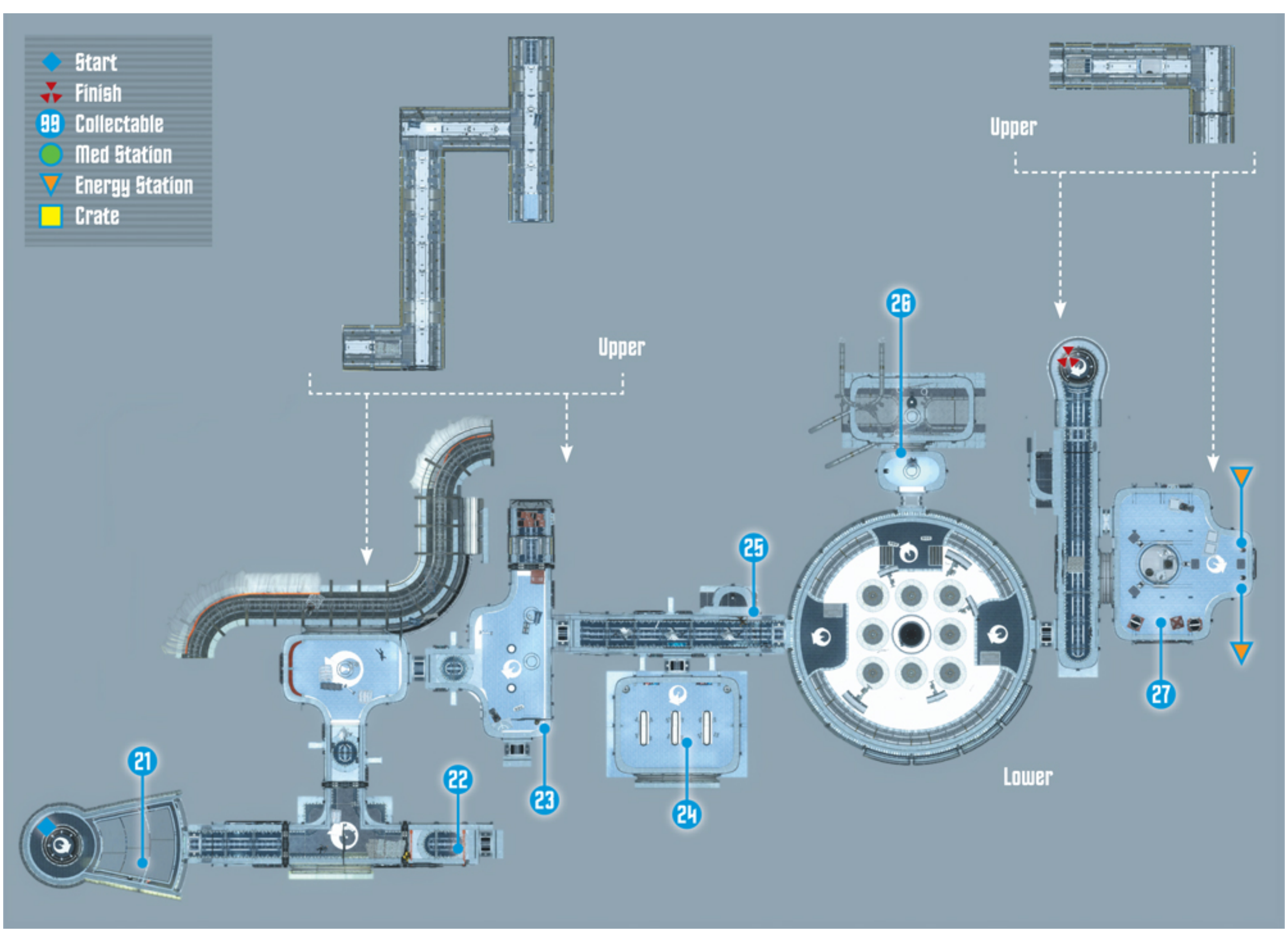
Open this map in a new window

Surok's Laboratories


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
15
16
17
19
20
18

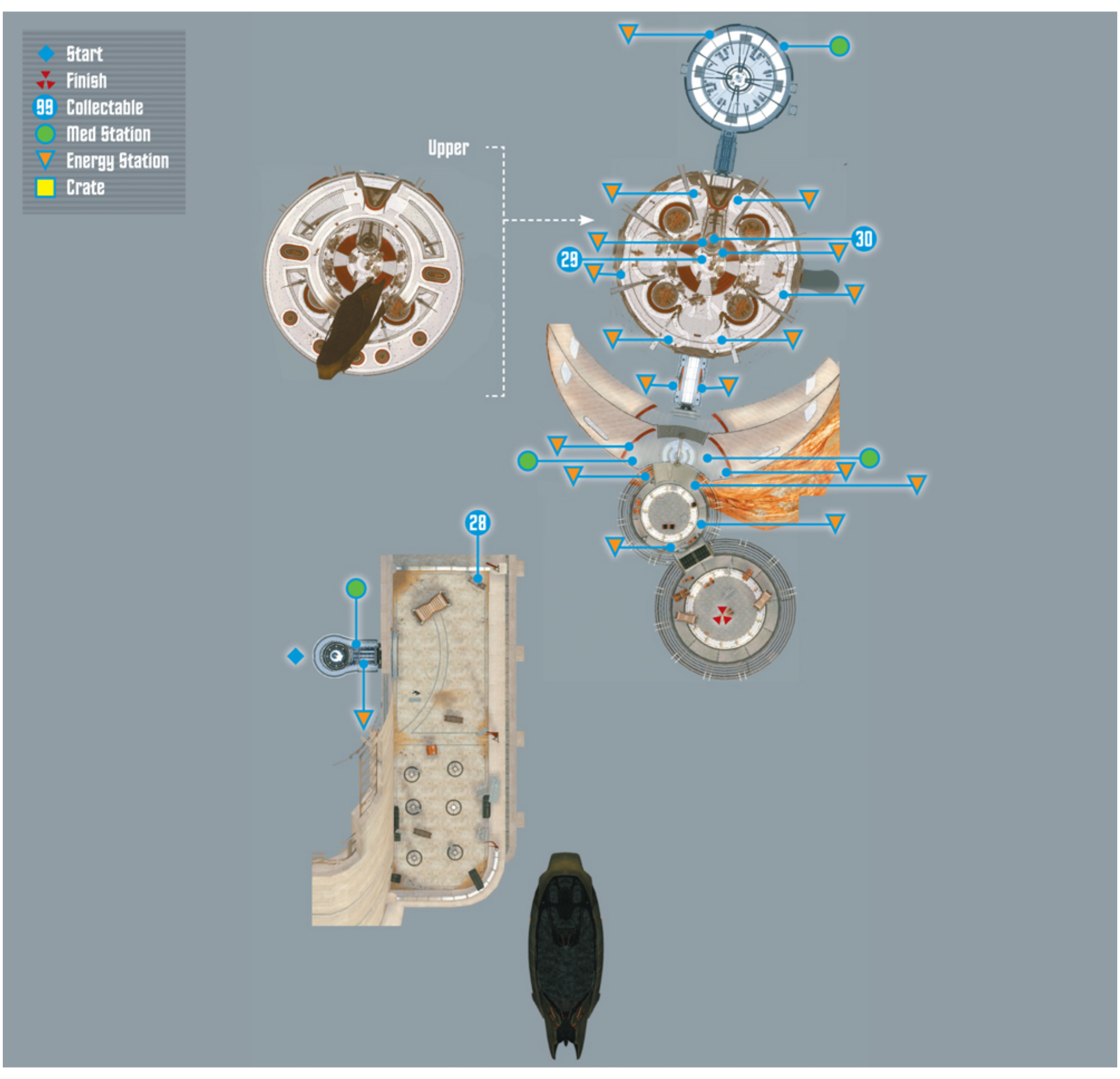
Open this map in a new window

Vulcan Laboratories Part 2

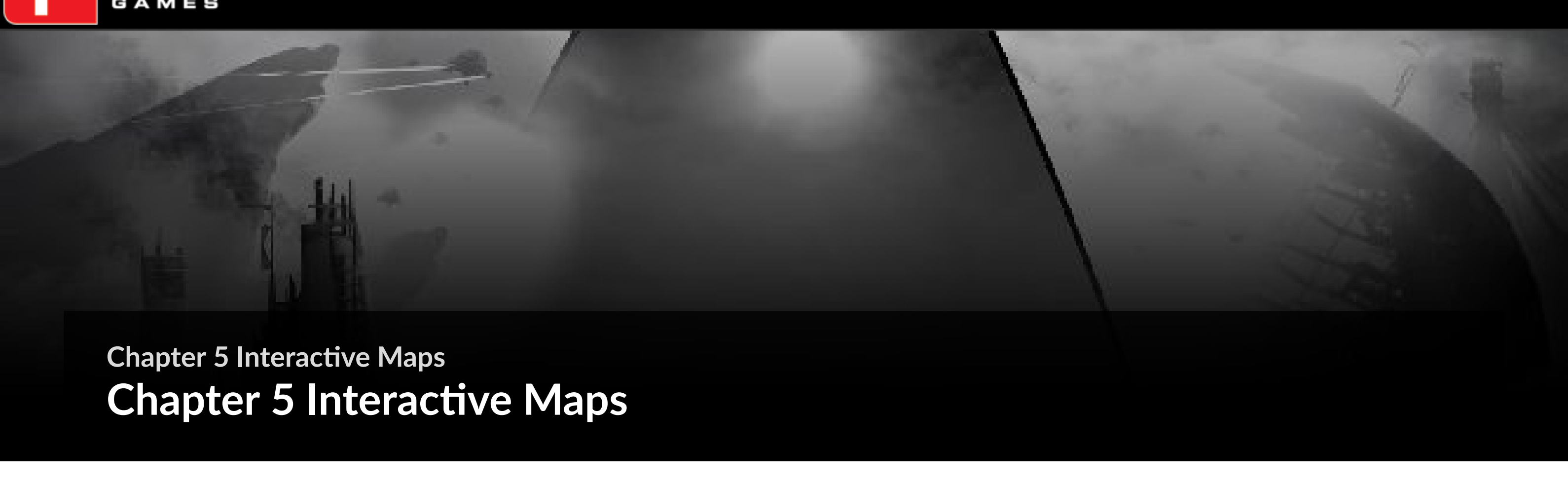

Start
Finish
99 Collectable
Med Station
Energy Station
Crate
Upper
Upper
26
25
27
21
22
23
24
Lower

Open this map in a new window

Vulcan Escape


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
Upper
29
30
28

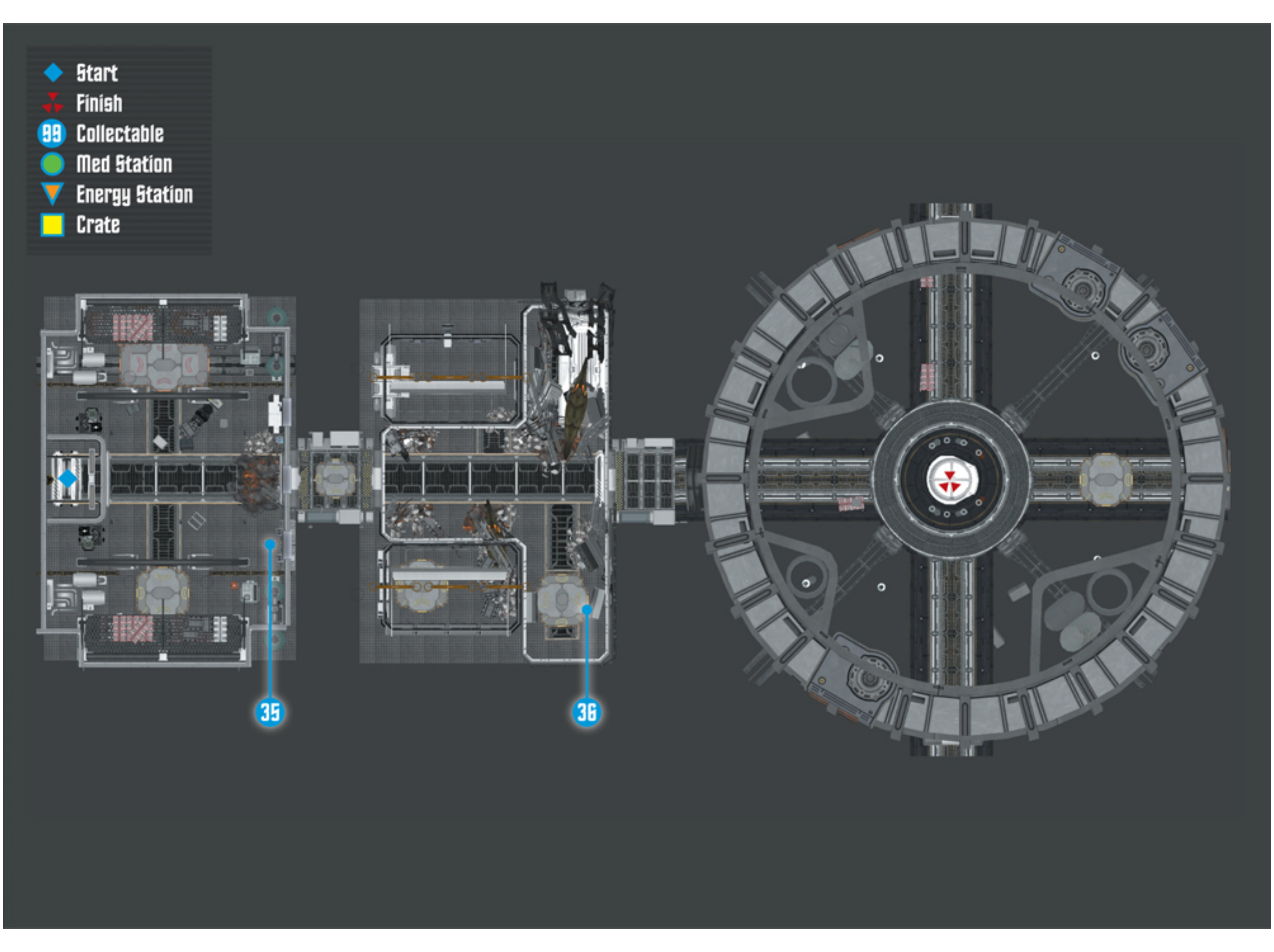
Open this map in a new window



Chapter 5 Interactive Maps

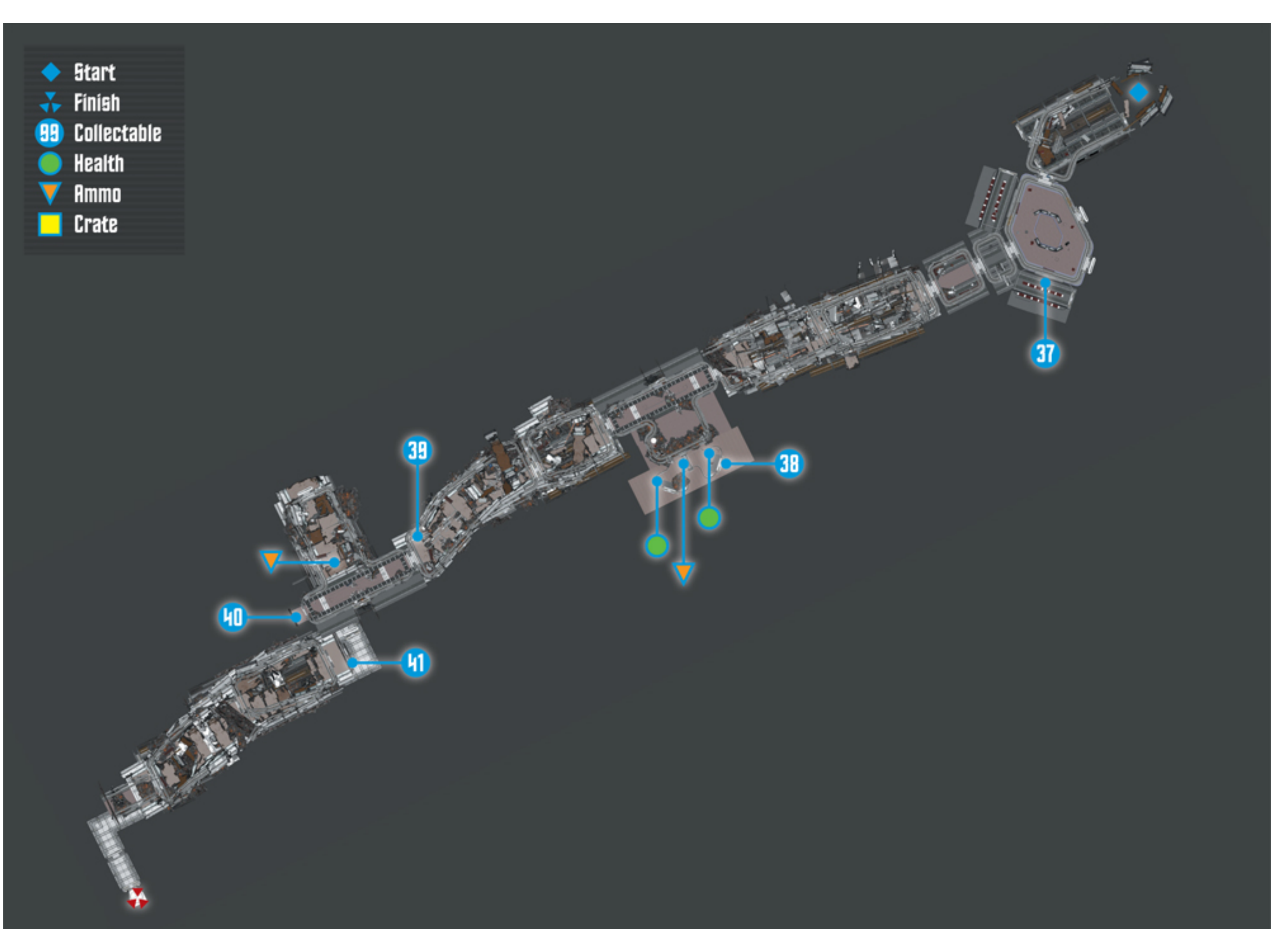
Chapter 5 Interactive Maps

Arrival


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
35
36

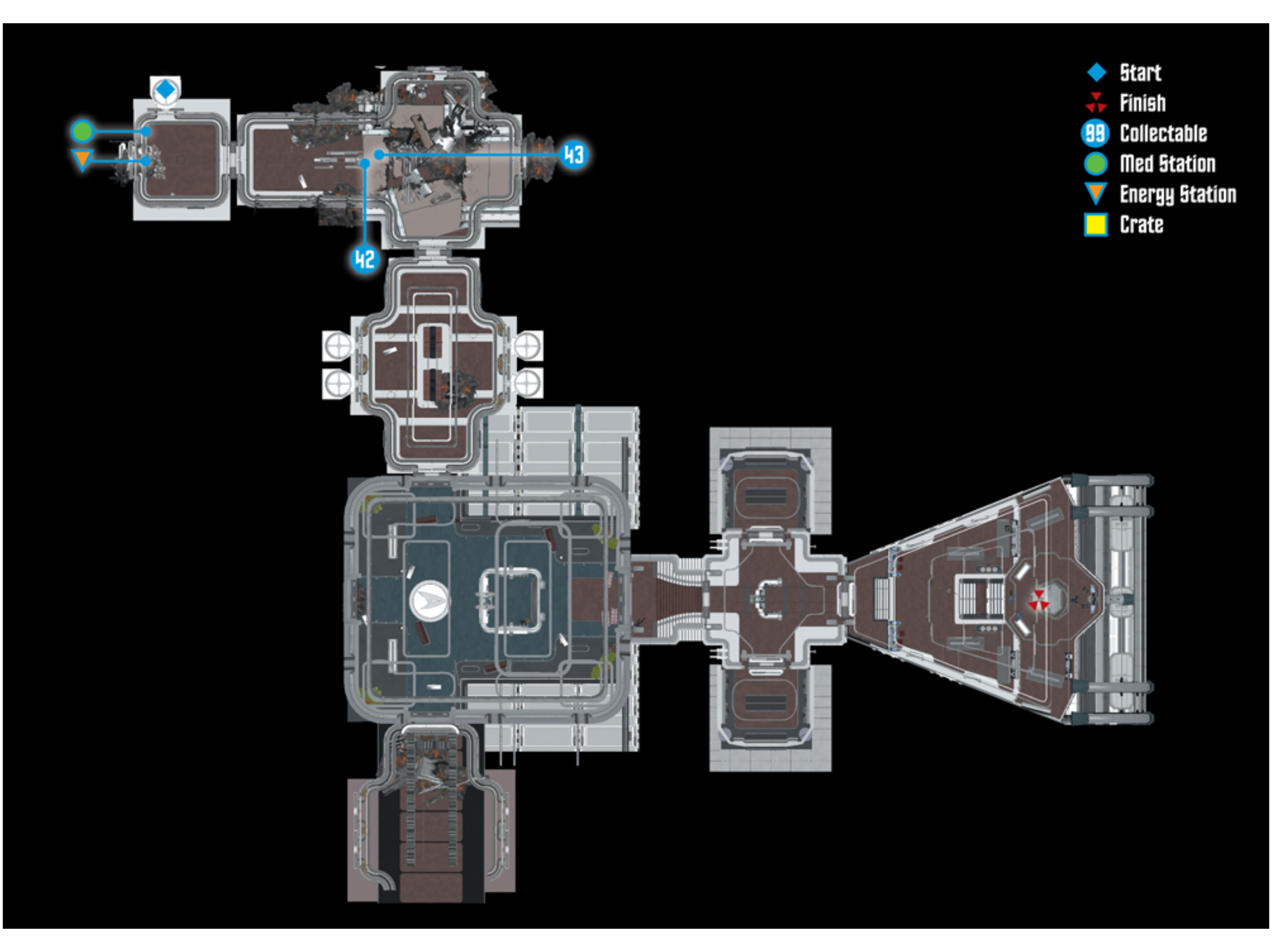
Open this map in a new window

Mess Hall


Start
Finish
99 Collectable
Health
Ammo
Crate
37
38
39
40
41

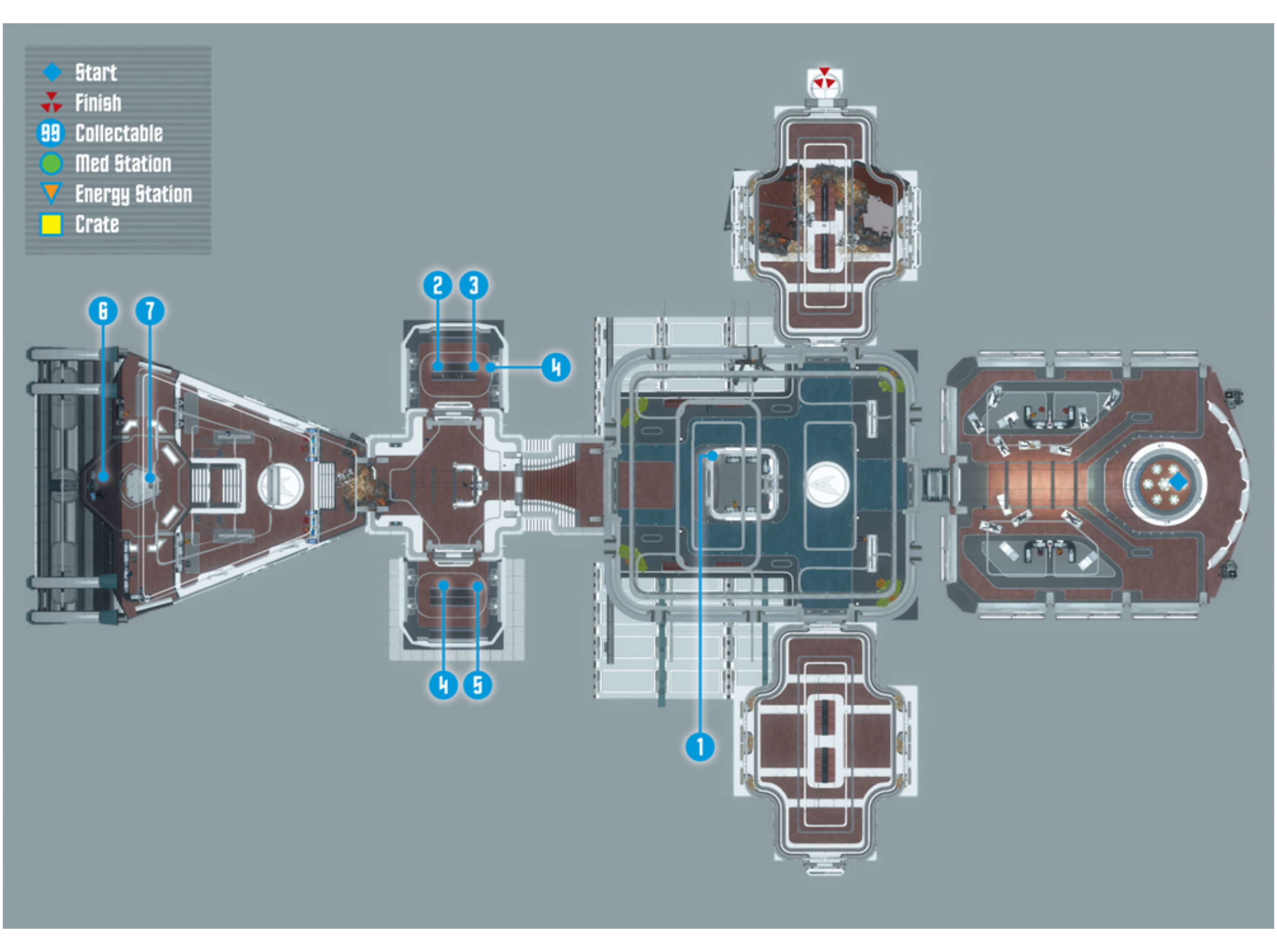
Open this map in a new window

Starbase Biolabs


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
42
43

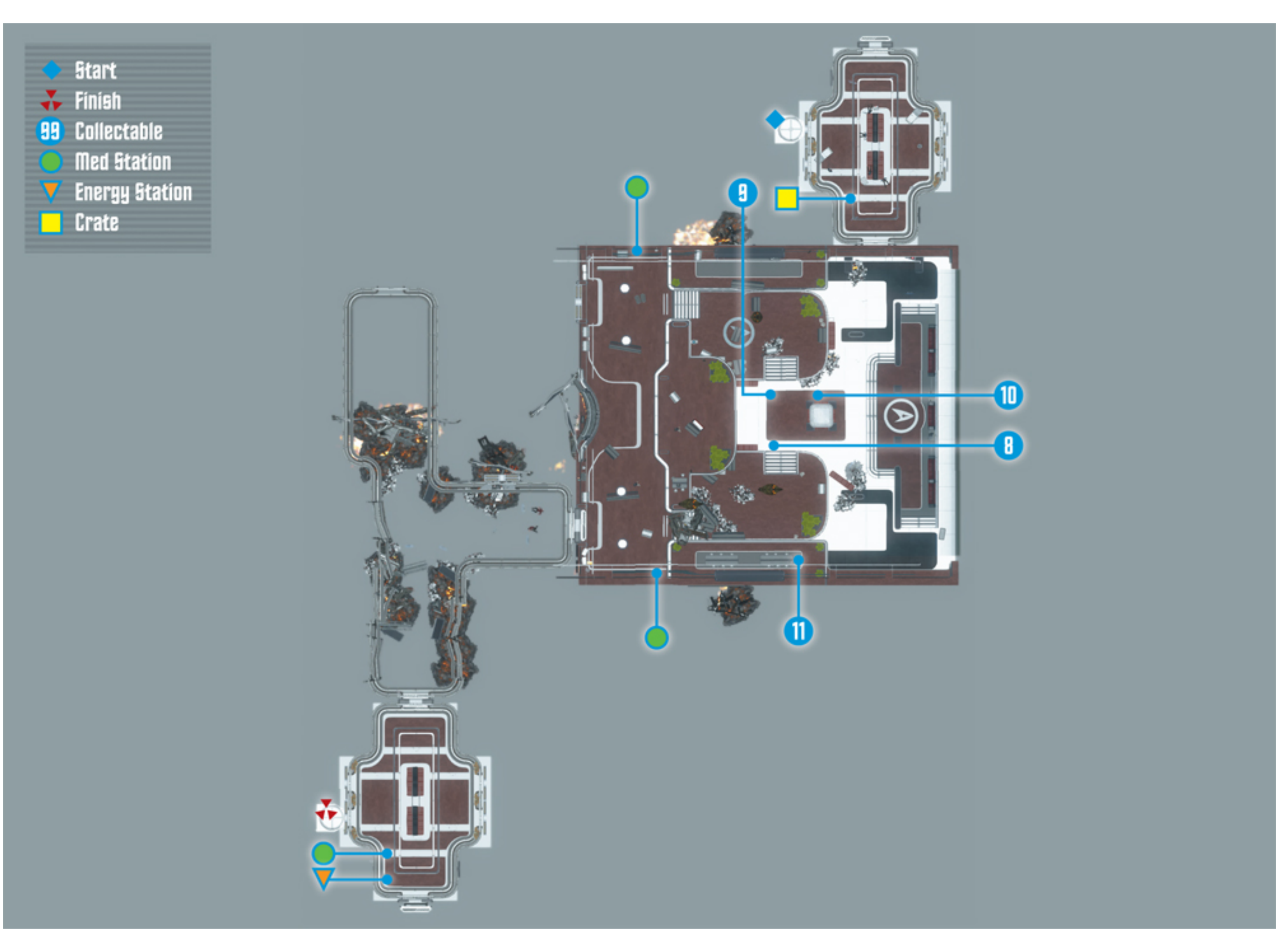
Open this map in a new window

Starbase Biolabs 2


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
6
7
2
3
4
4
5
1

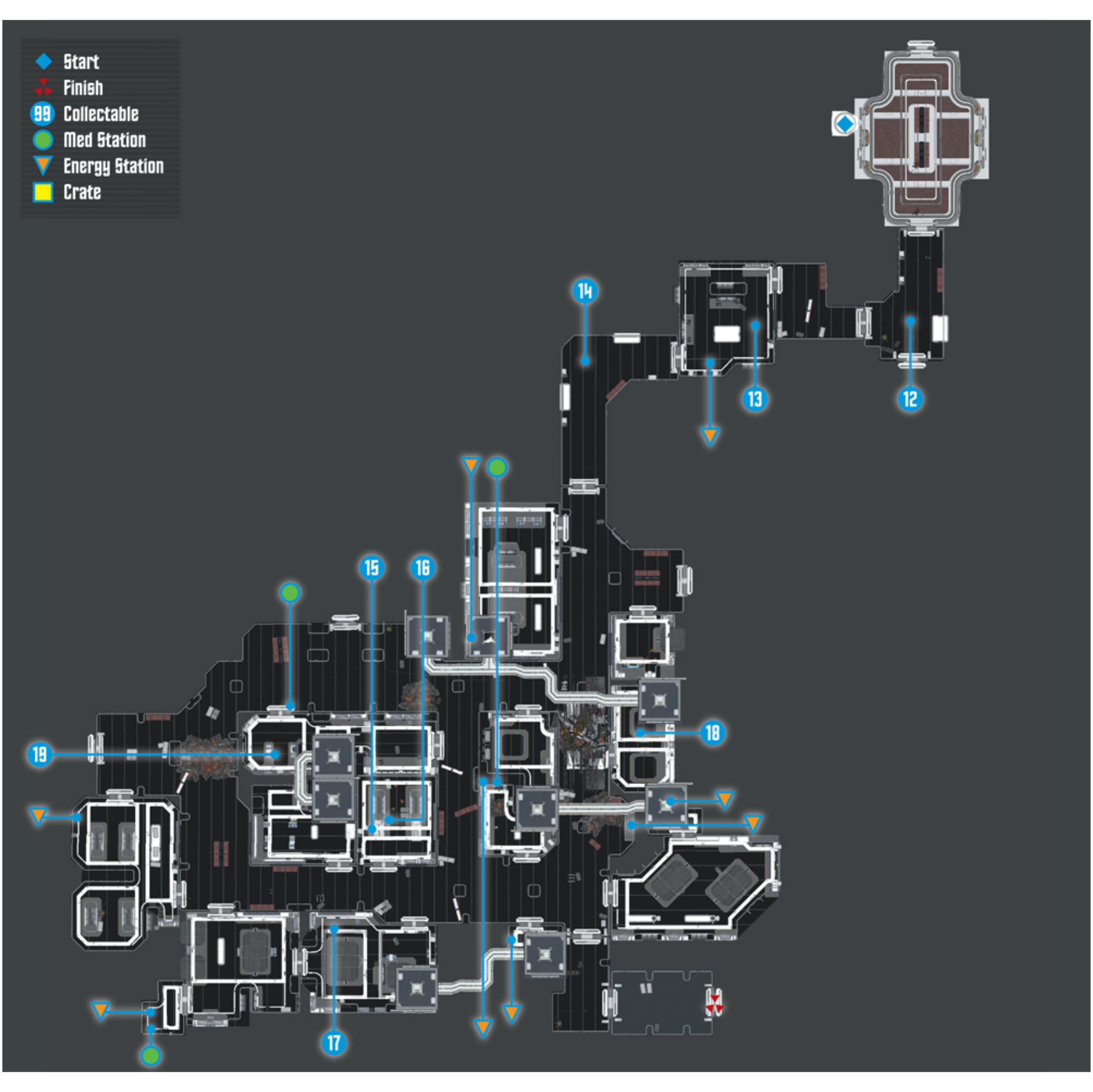
Open this map in a new window

Shuttle Bay


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
9
10
8
11

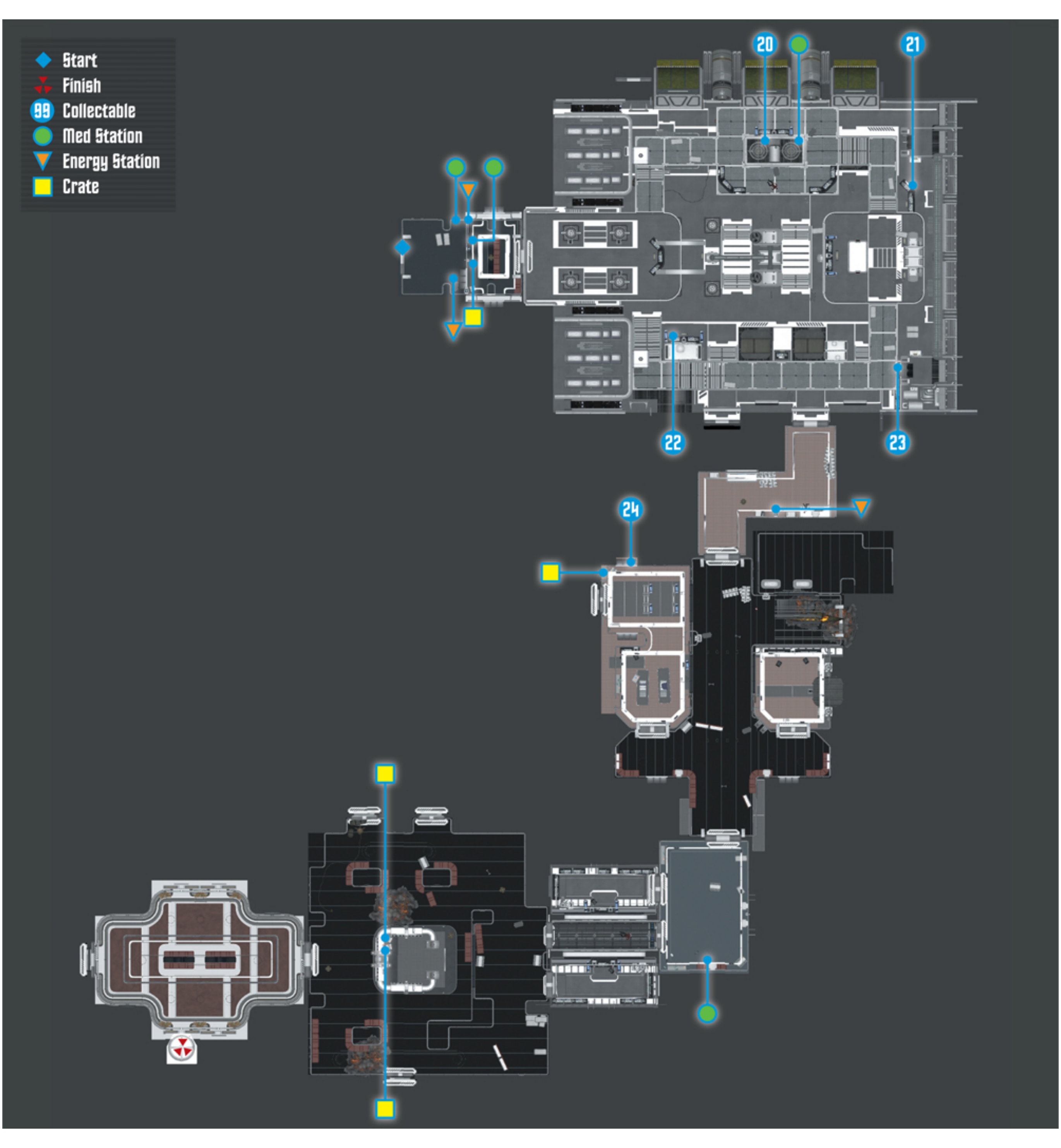
Open this map in a new window

Power Station


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
14
13
12
15
16
18
19
17

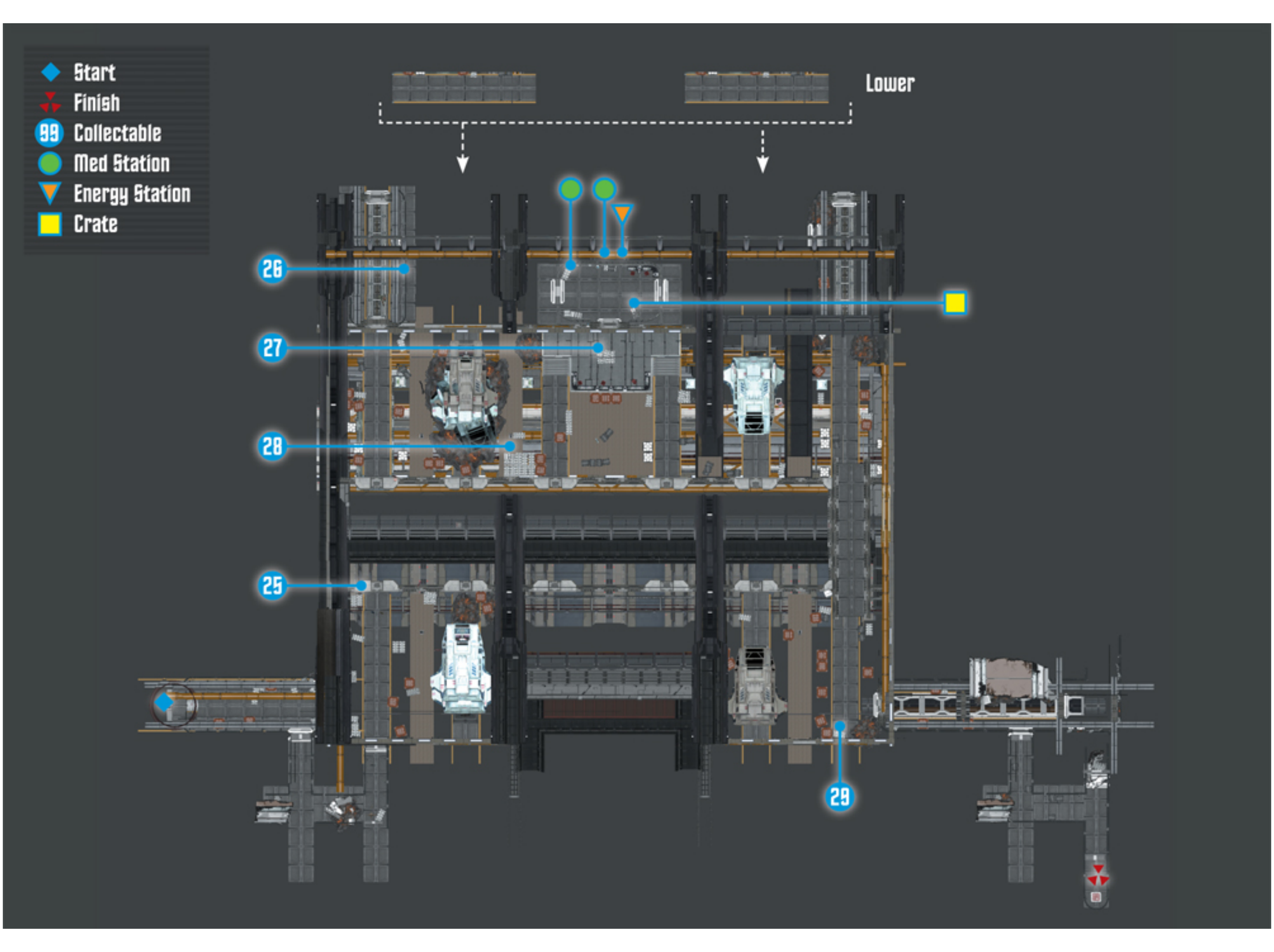
Open this map in a new window

Relay Towers


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
20
21
22
23
24

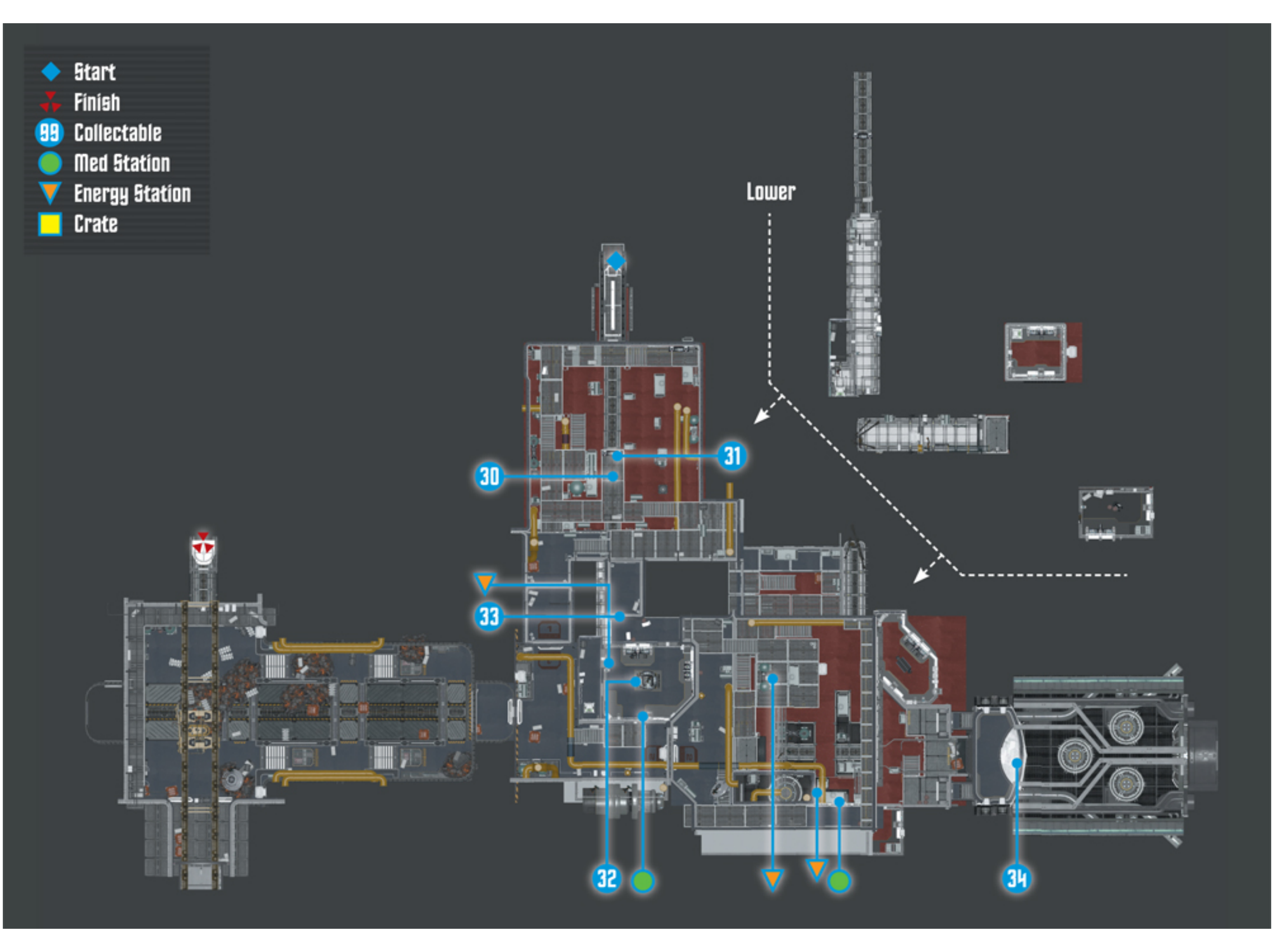
Open this map in a new window

Living Quarters


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
Lower
26
27
28
25
29

Open this map in a new window

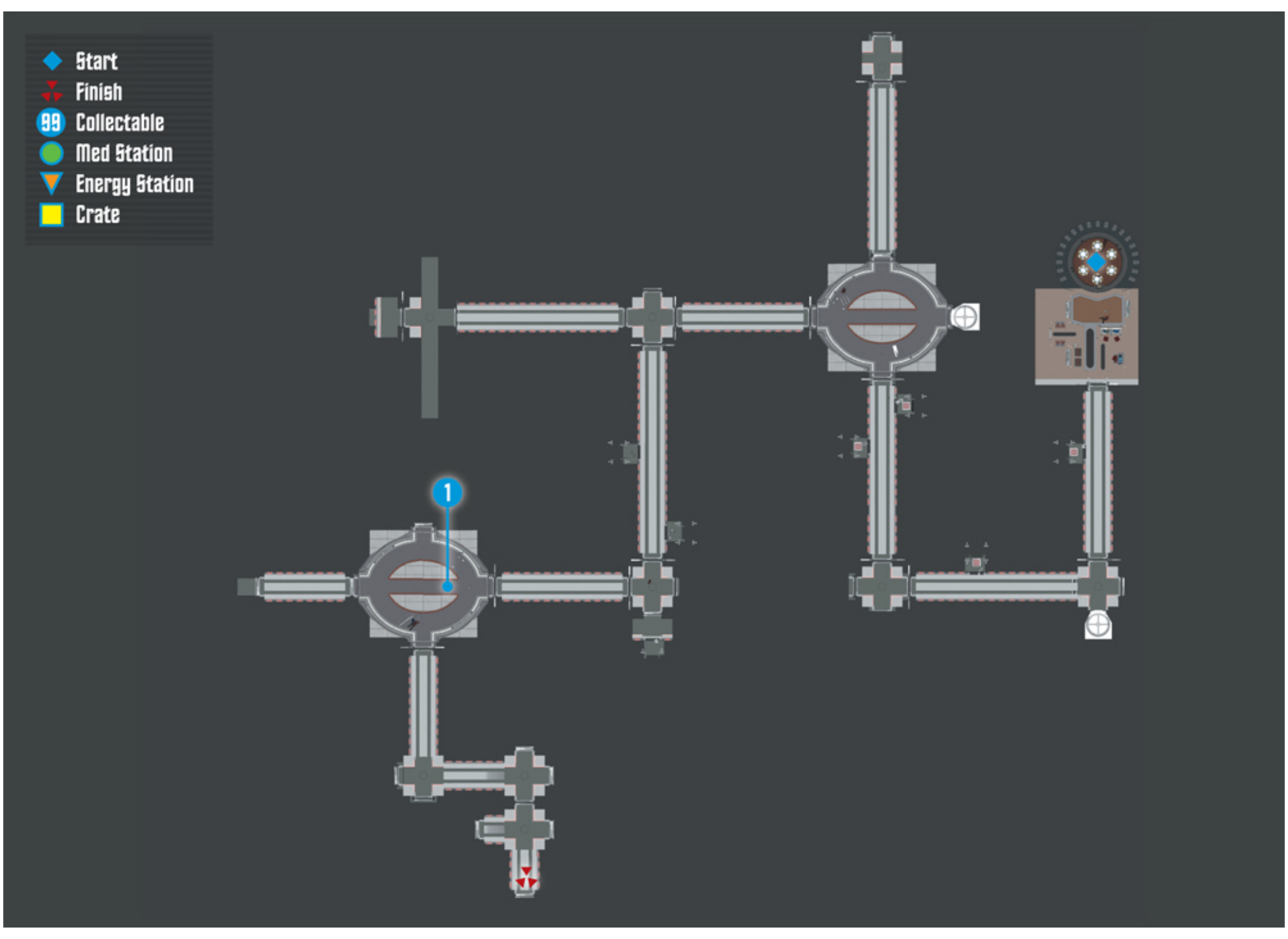
Command Center


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
Lower
31
30
33
32
34

Open this map in a new window

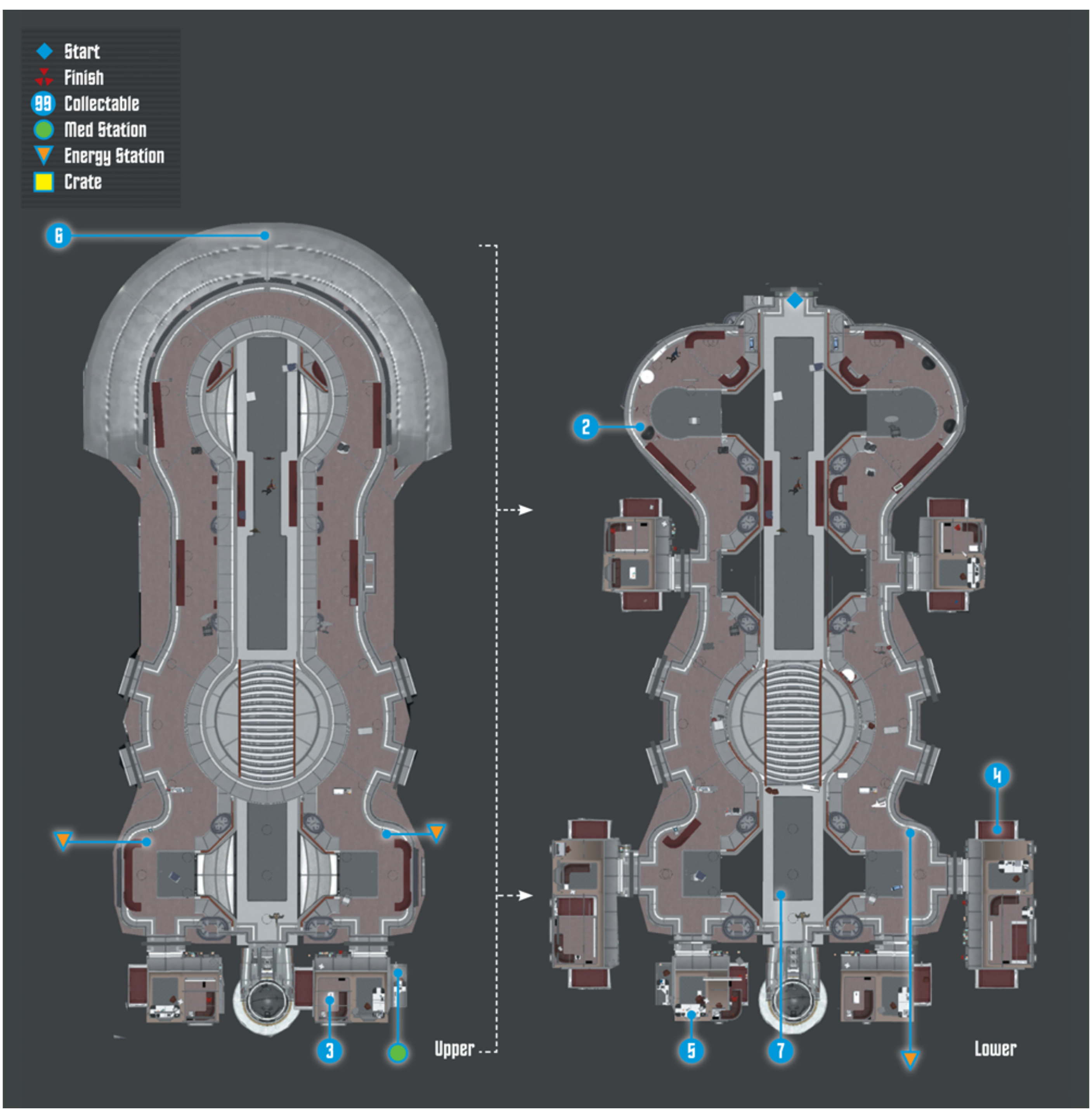
Chapter 6 Interactive Maps

Enterprise


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
1

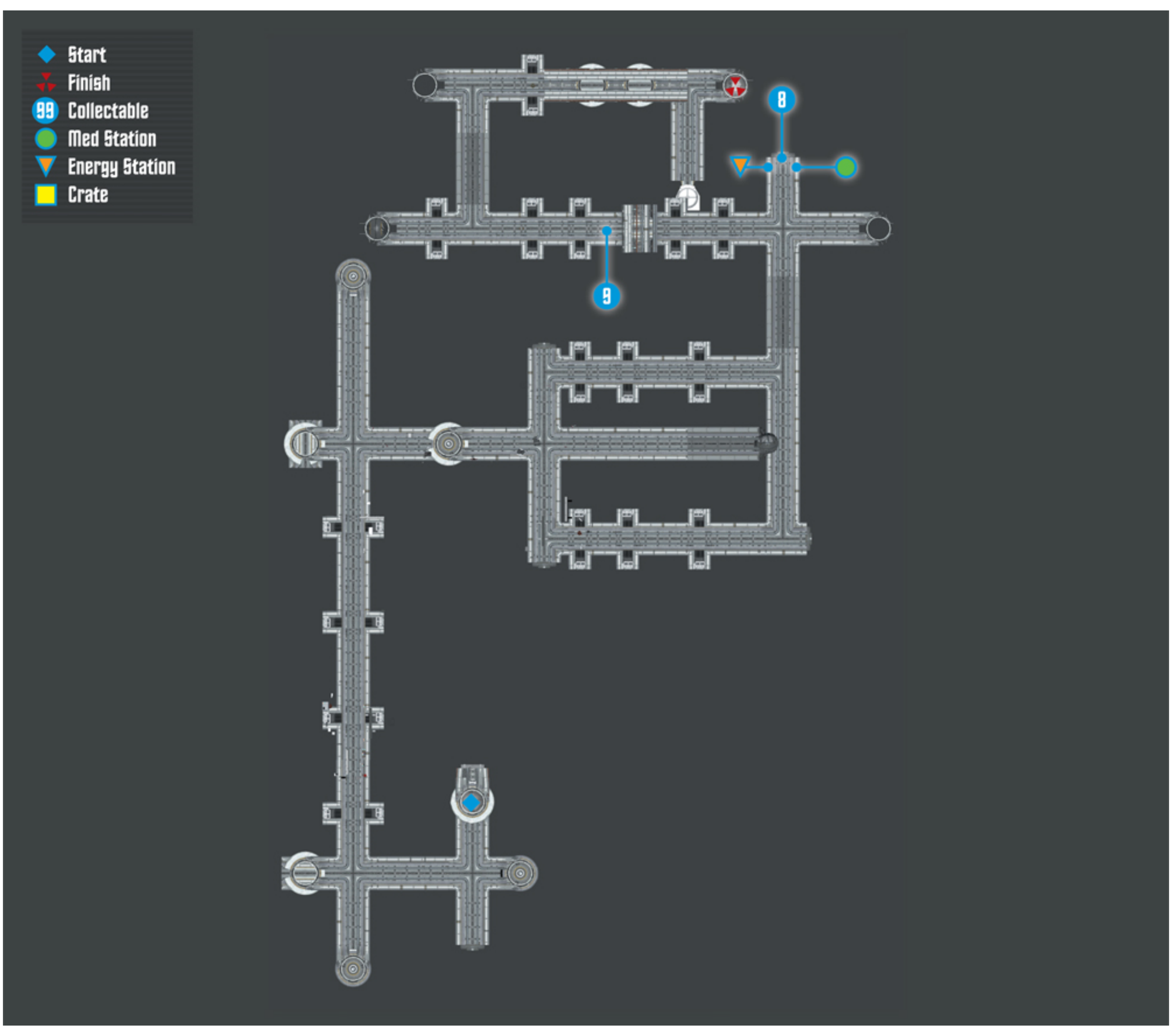
Open this map in a new window

Officers Quarters


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
6
2
4
3
Upper
5
7
Lower

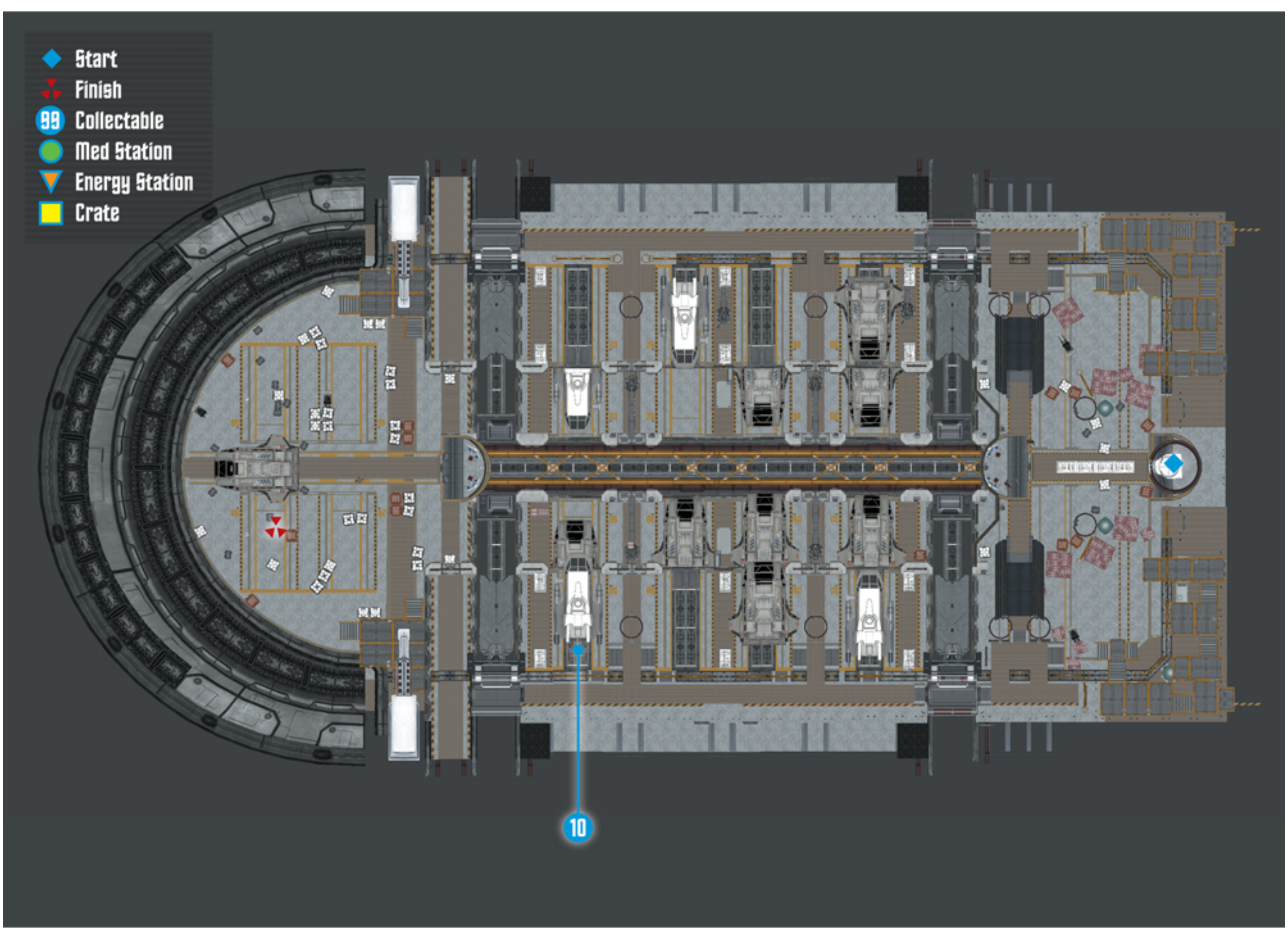
Open this map in a new window

Turbolift System


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
8
9

Open this map in a new window

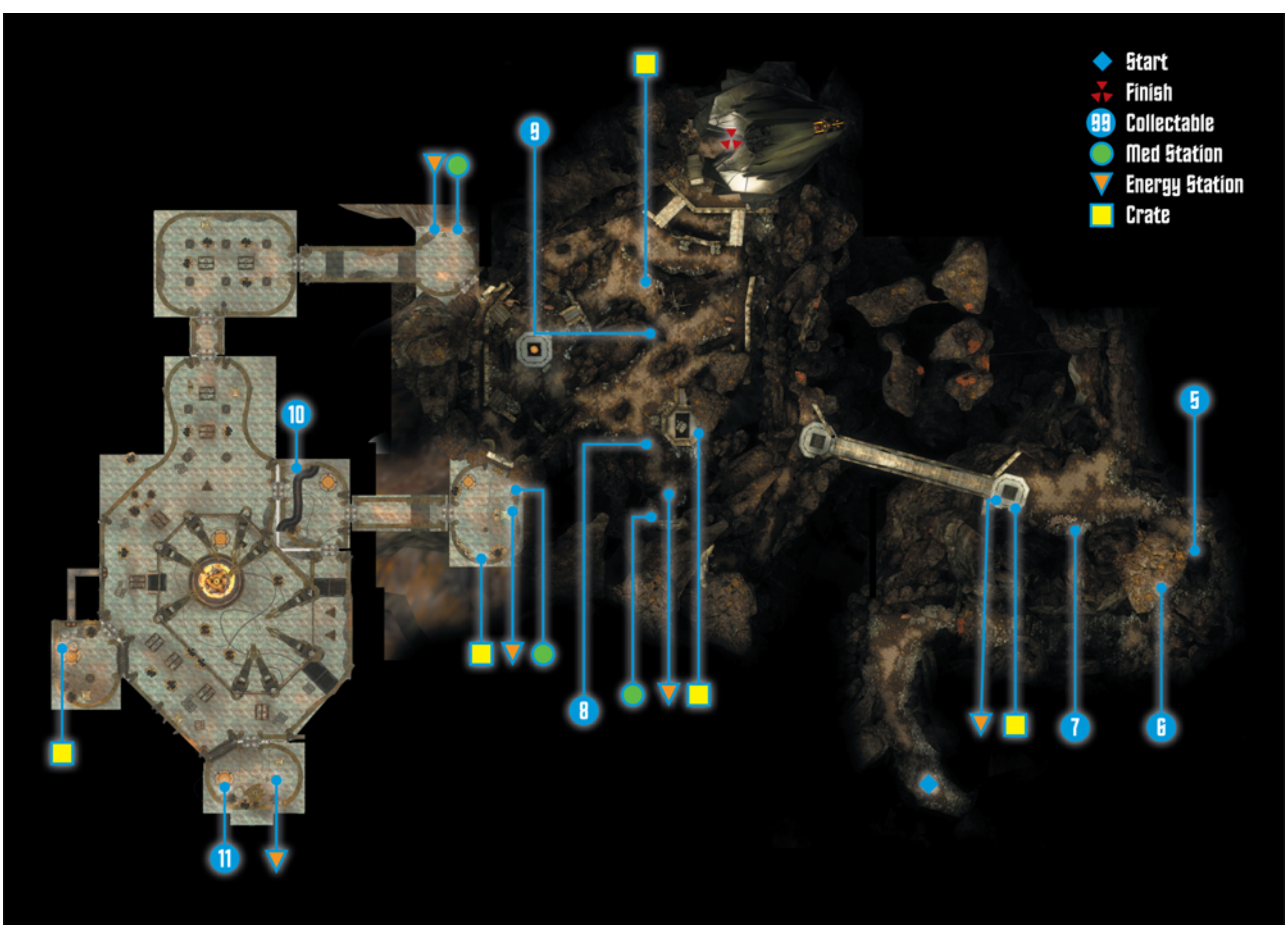
Shuttle Bay 2


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
10

Open this map in a new window

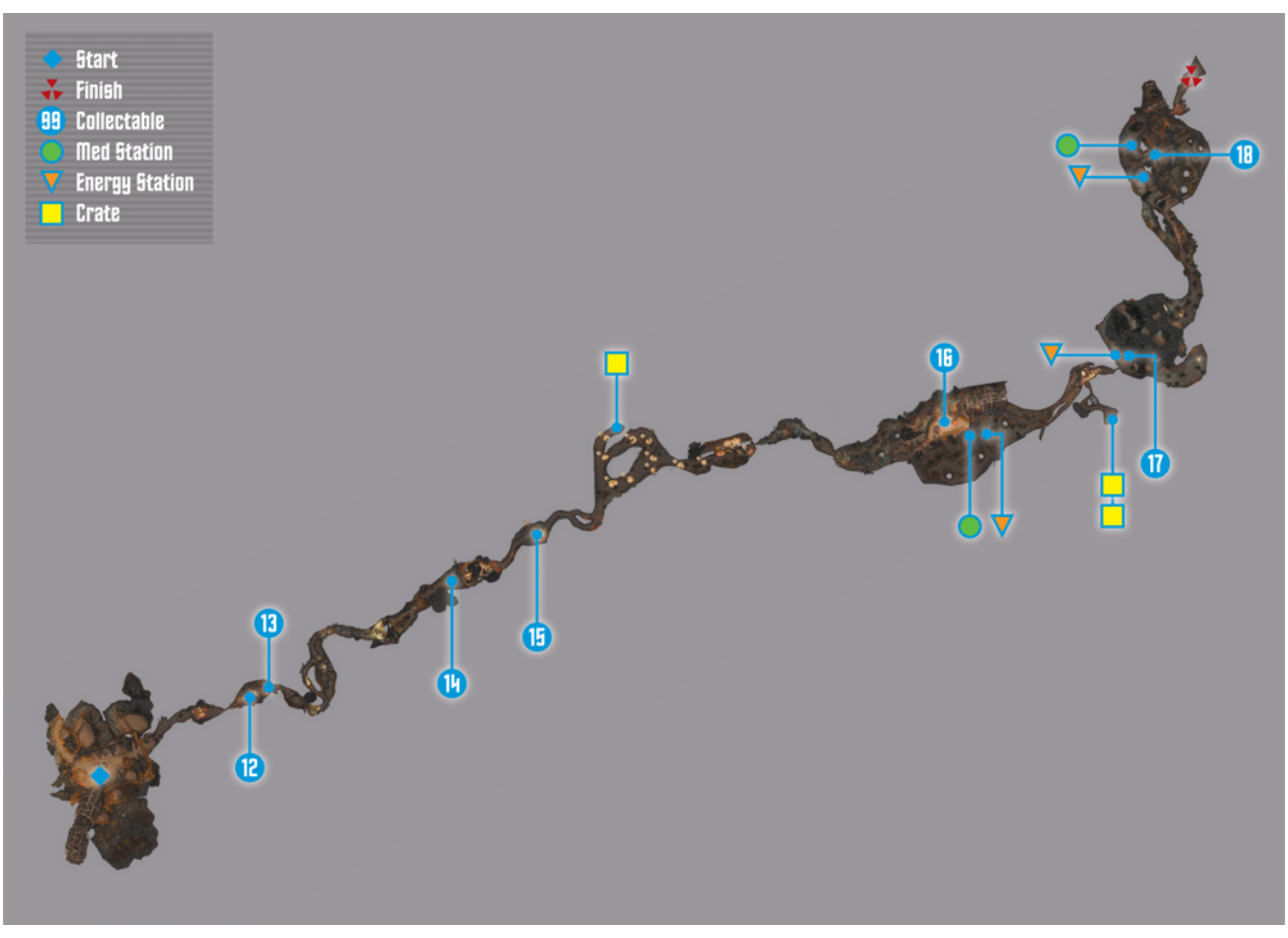
Chapter 7 Interactive Maps

Where No Man Has Gone Before


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
9
10
5
8
7
6
11

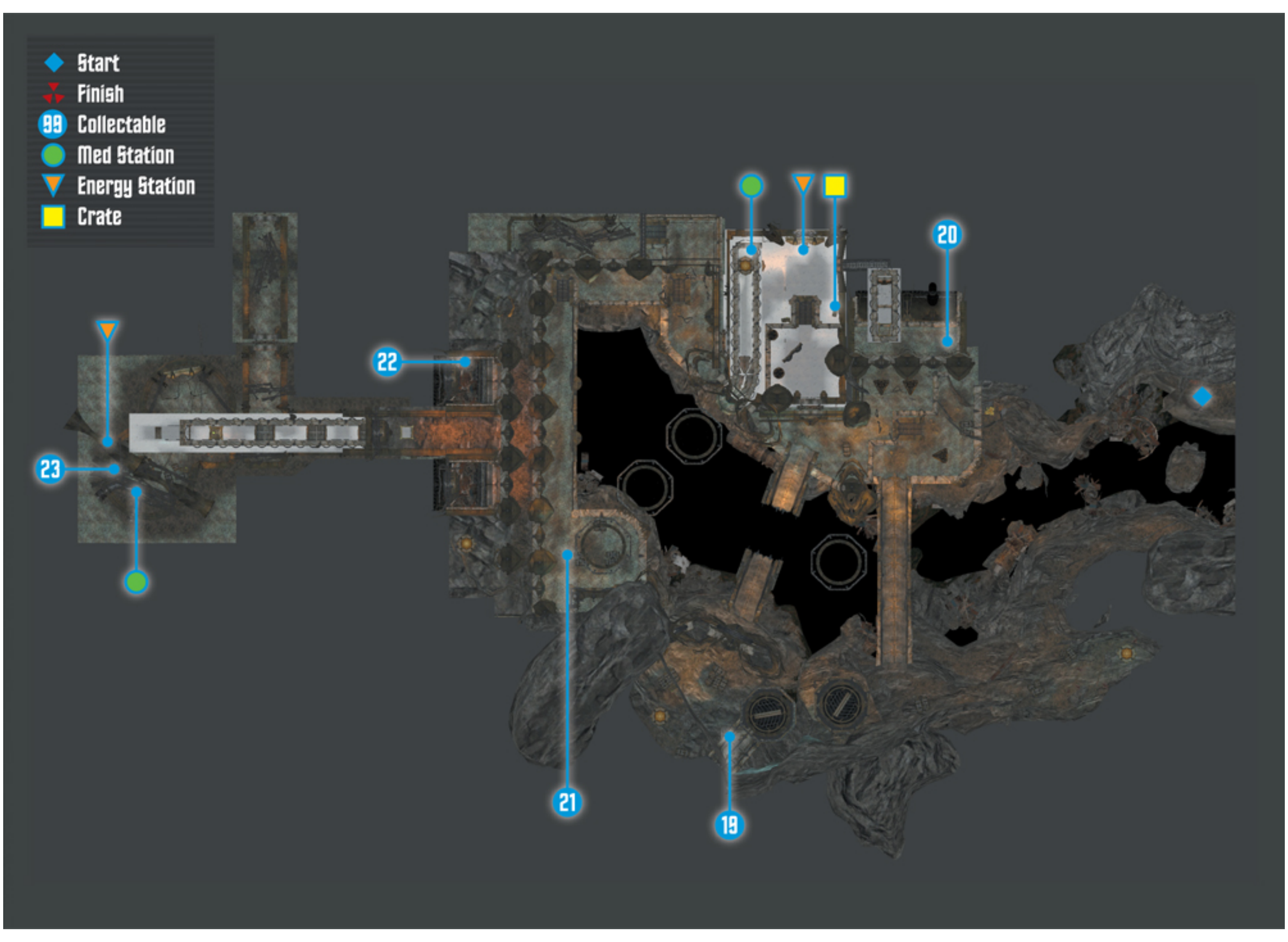
Open this map in a new window

Tunnels


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
18
16
17
15
13
14
12

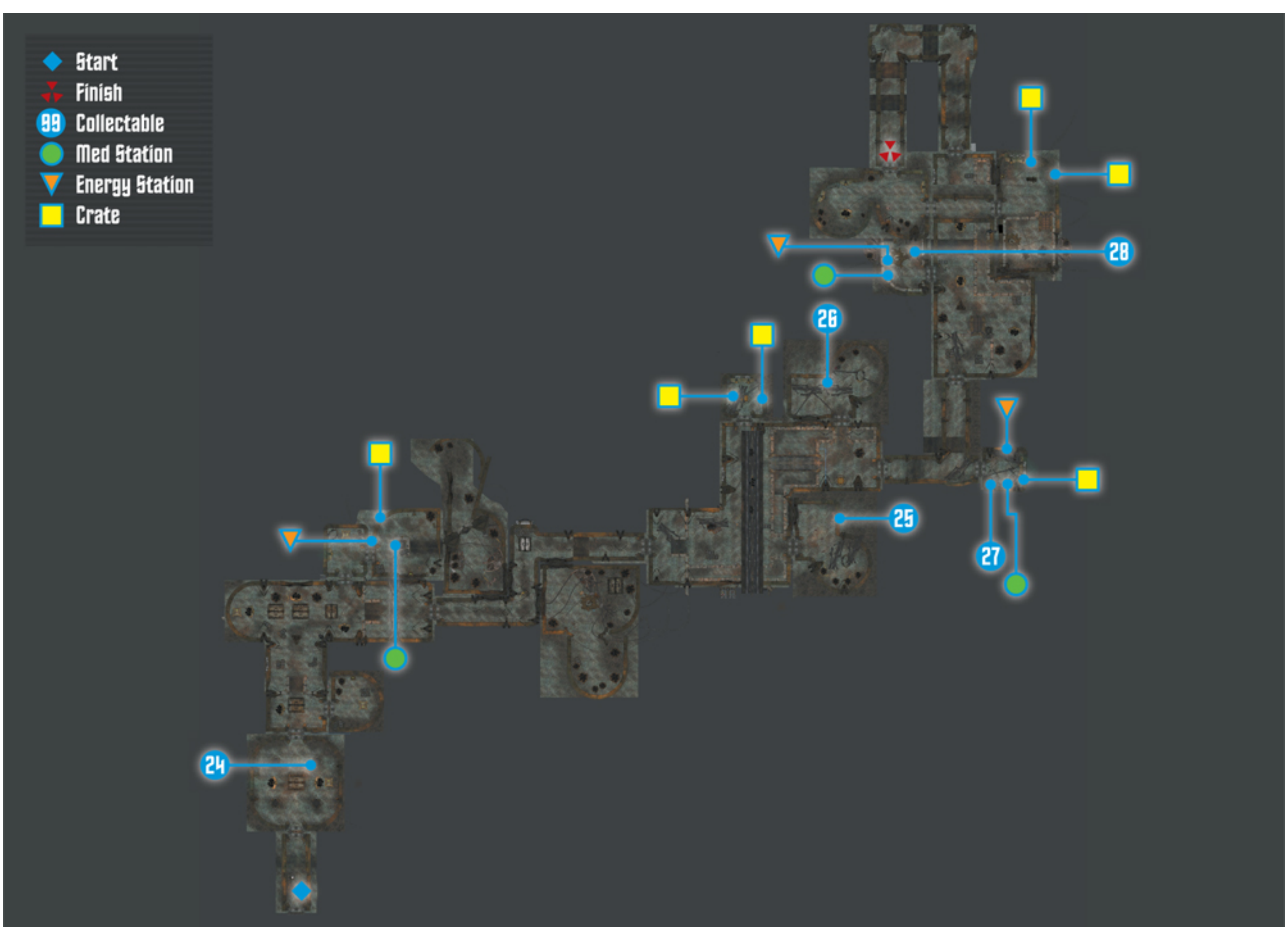
Open this map in a new window

Gorn Labs


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
20
22
23
21
19

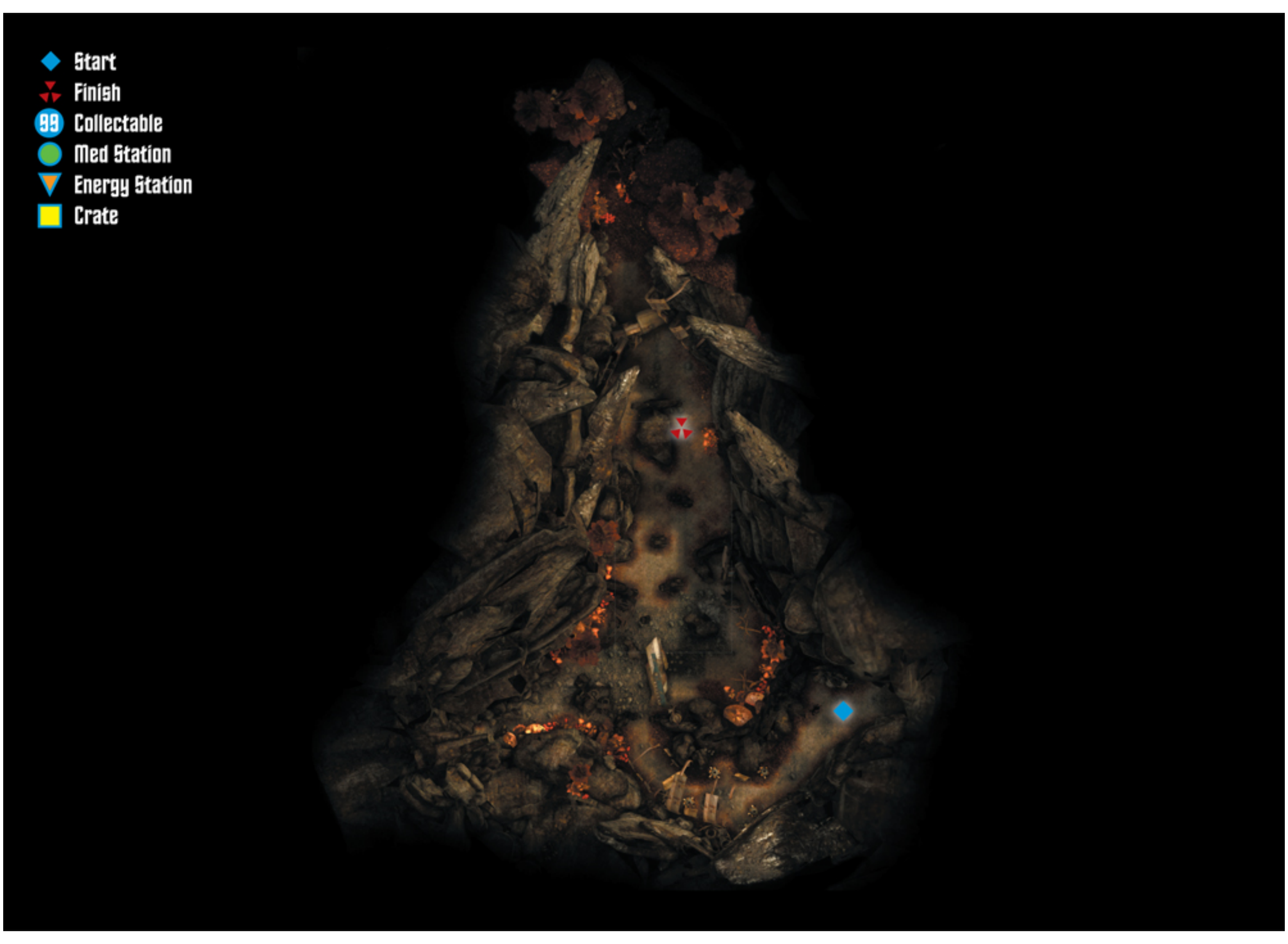
Open this map in a new window

Complex Laboratories

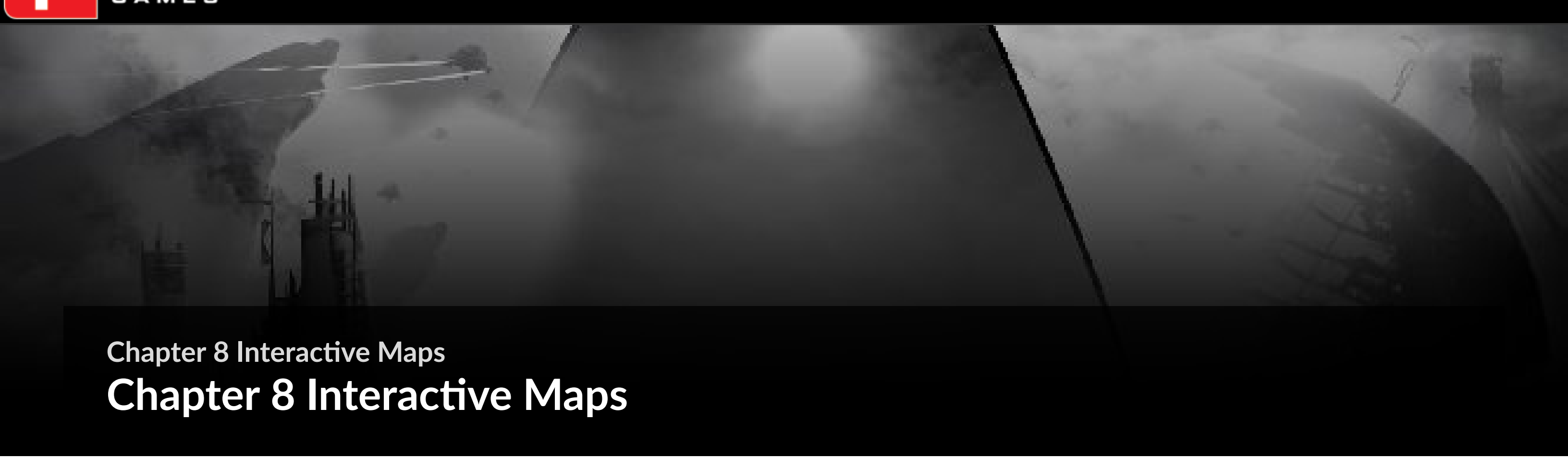

Start
Finish
99 Collectable
Med Station
Energy Station
Crate
28
26
25
27
24

Open this map in a new window

Trials Escape


Start
Finish
99 Collectable
Med Station
Energy Station
Crate

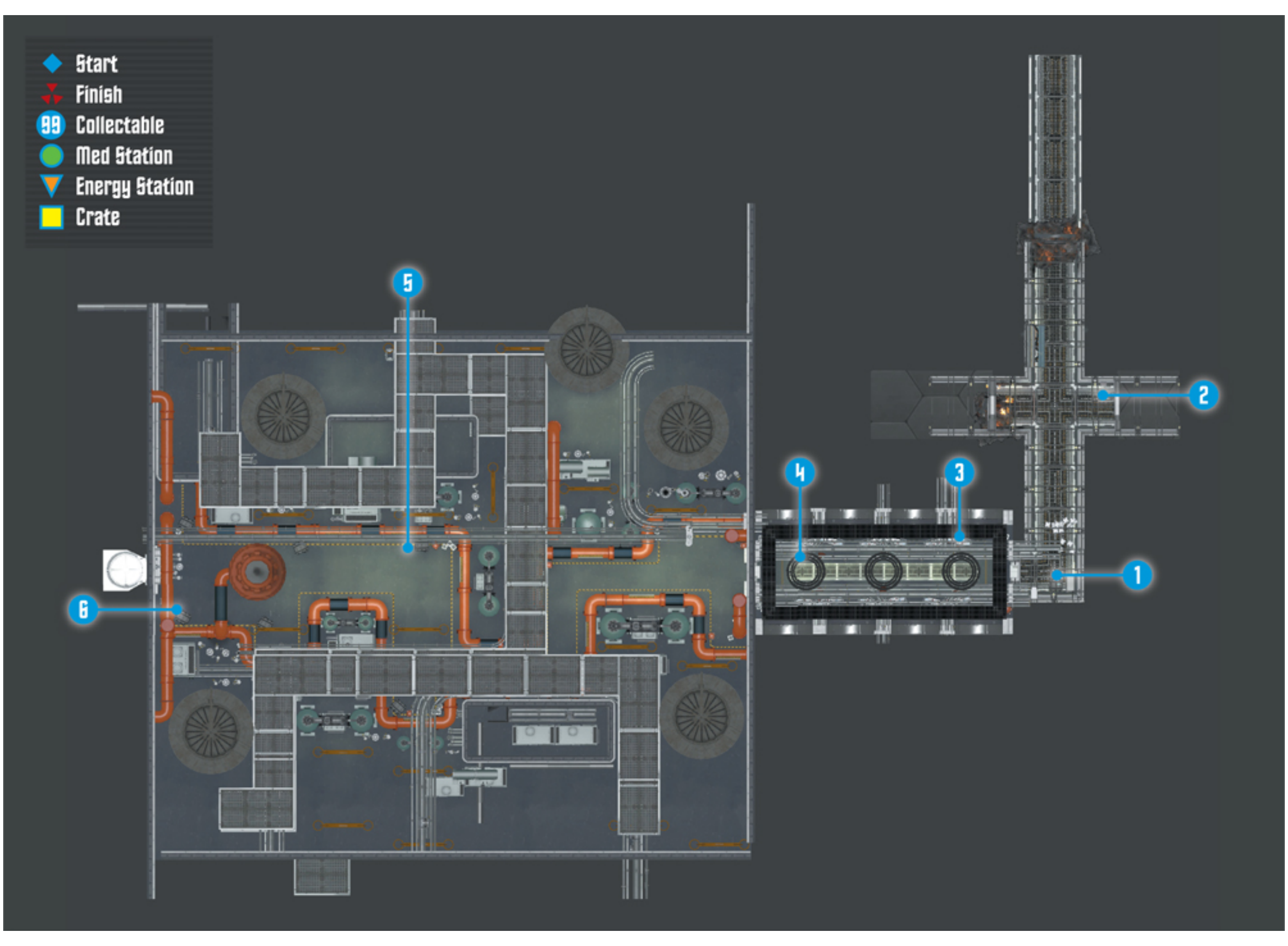
Open this map in a new window



Chapter 8 Interactive Maps

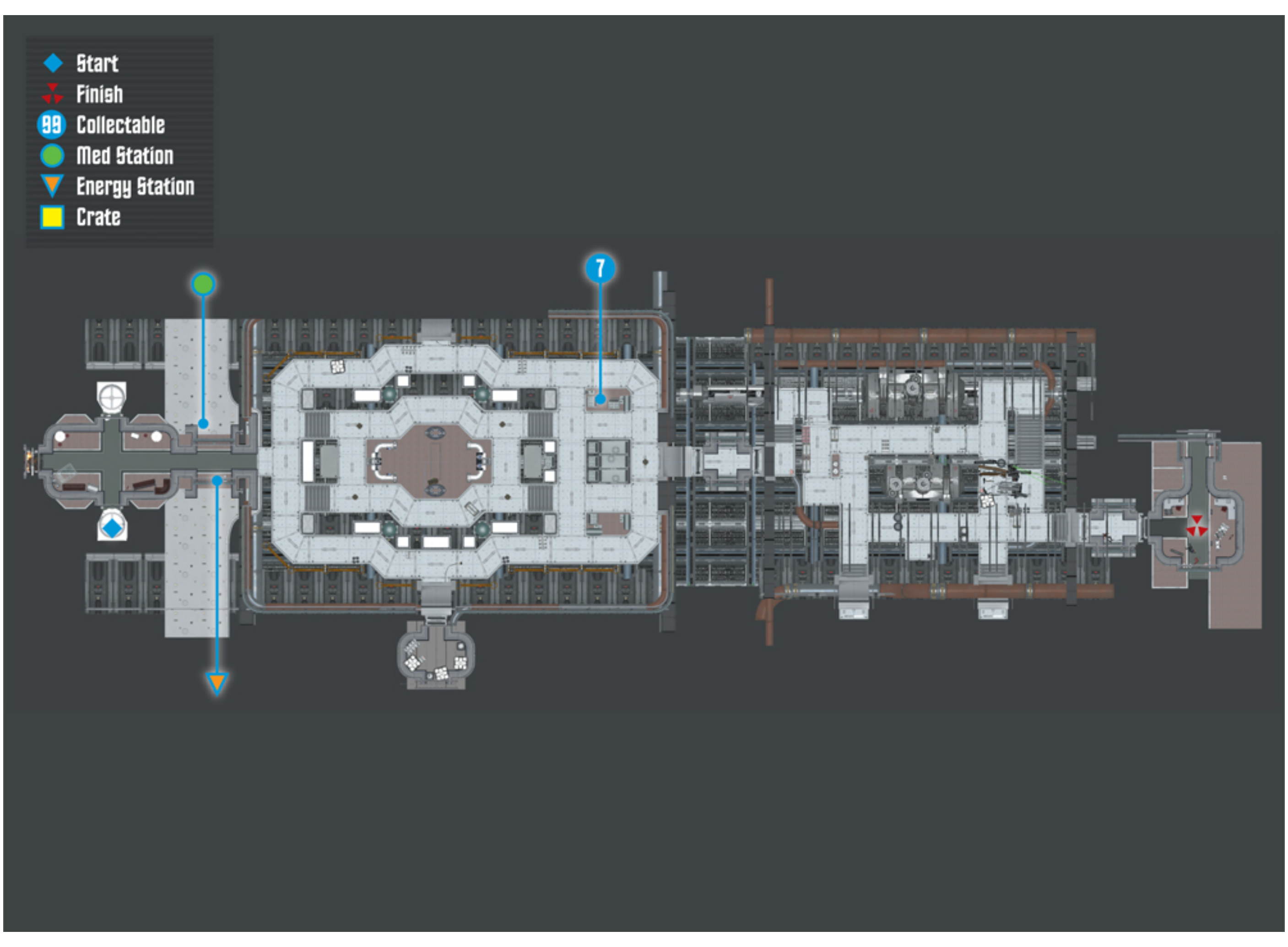
Chapter 8 Interactive Maps

Break In


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
5
2
4
3
6
1

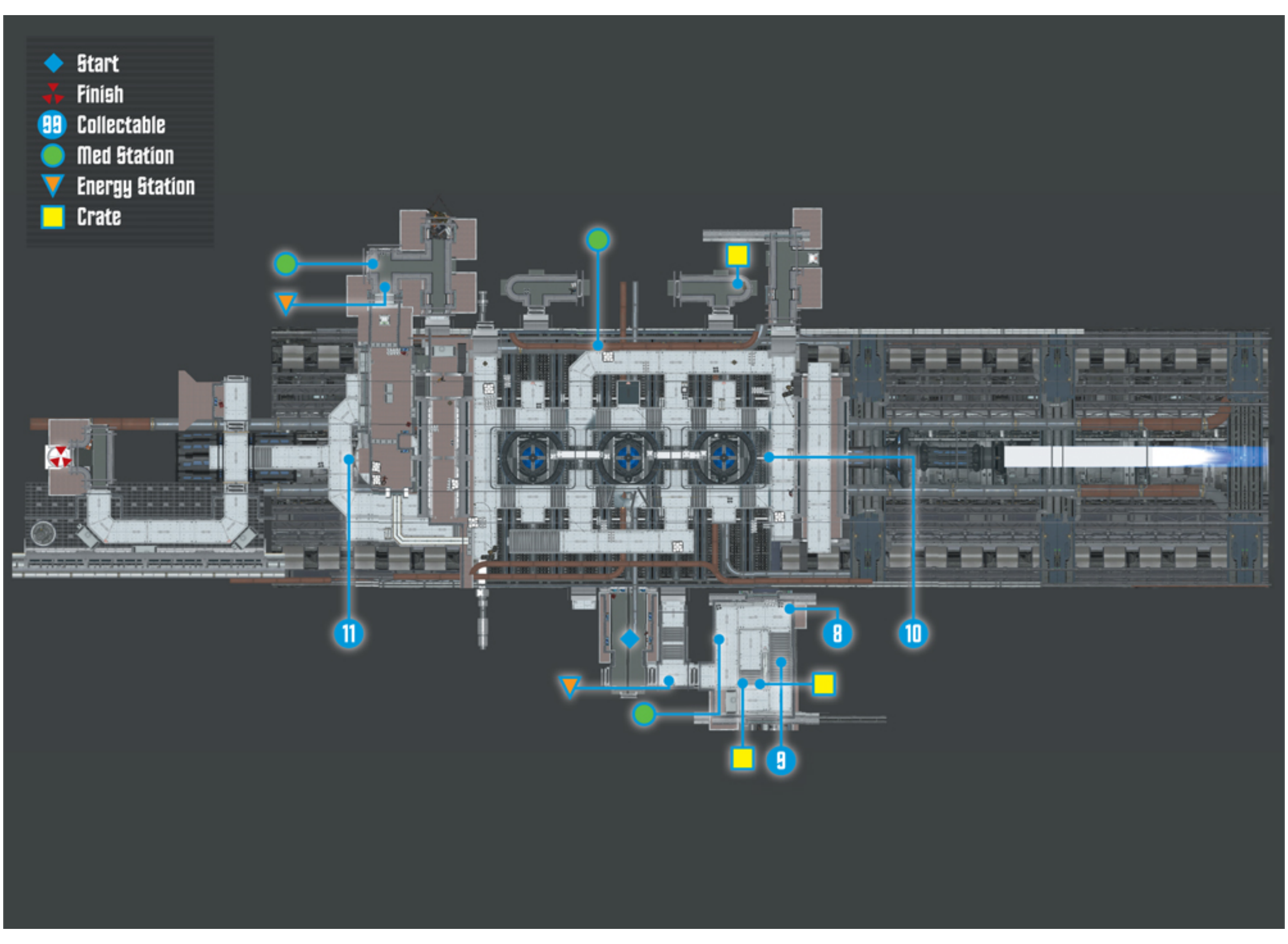
Open this map in a new window

Warp Core


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
7

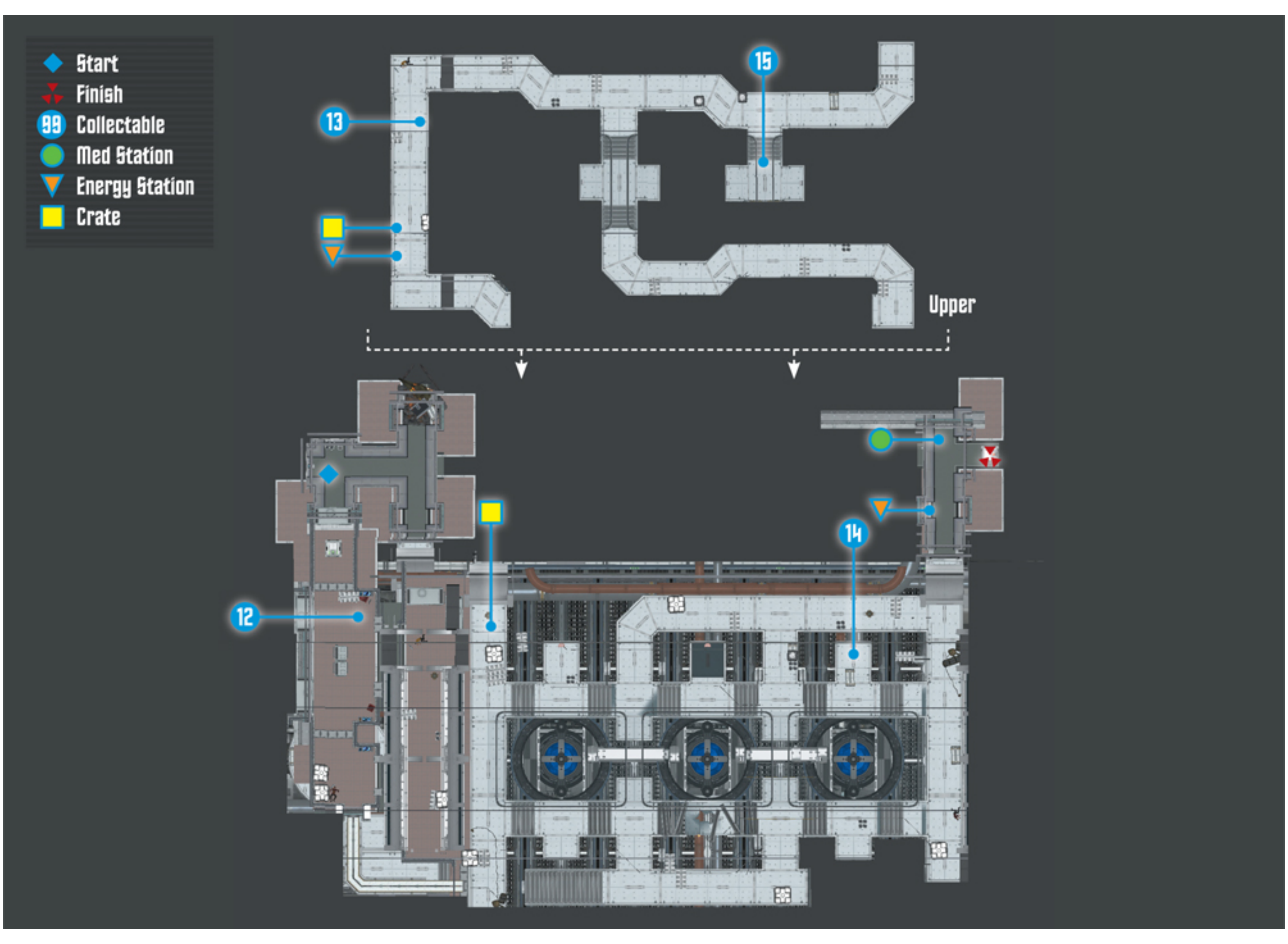
Open this map in a new window

Warp Core 2


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
11
8
10
9

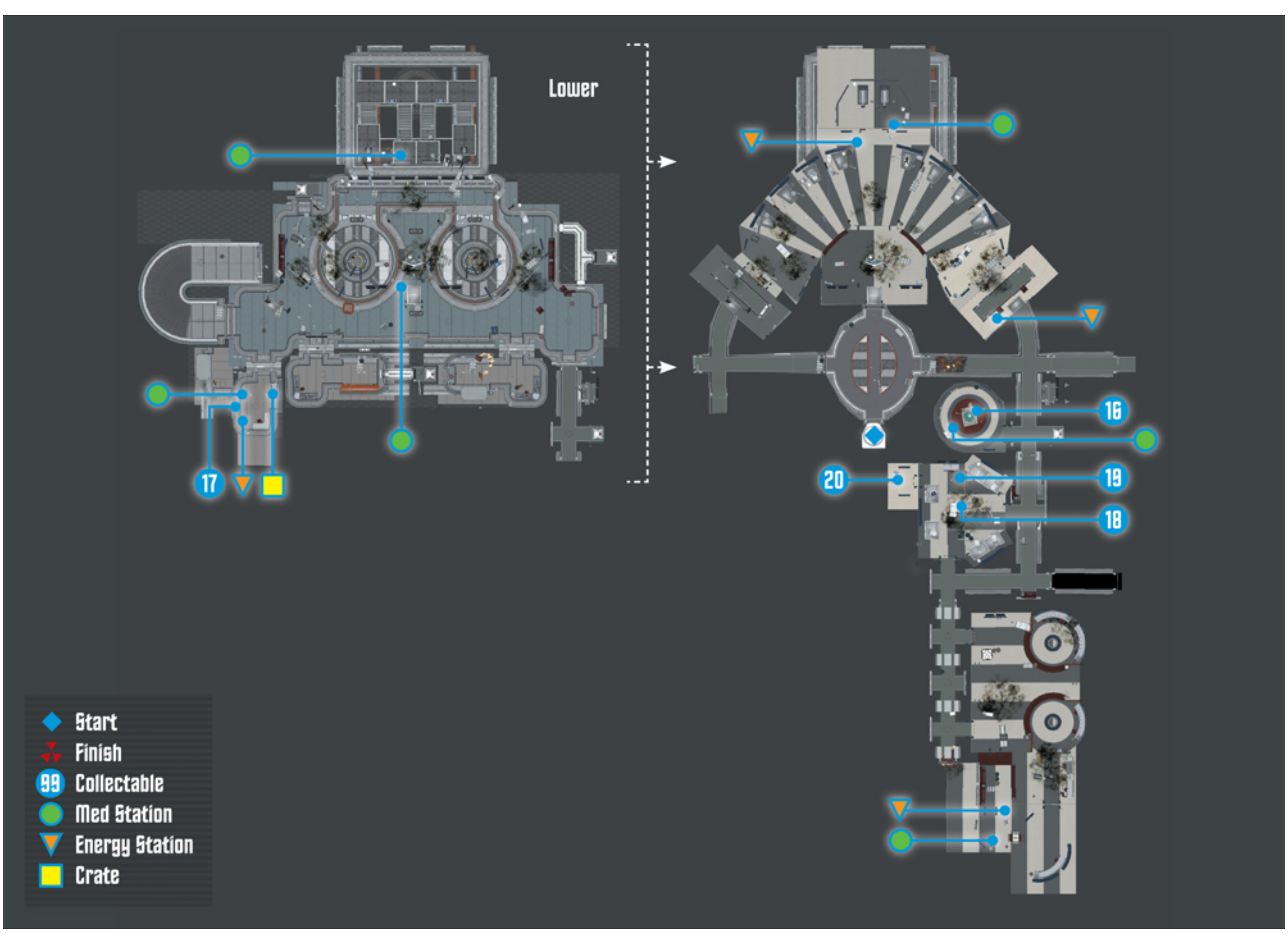
Open this map in a new window

Upper Core


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
15
13
Upper
14
12

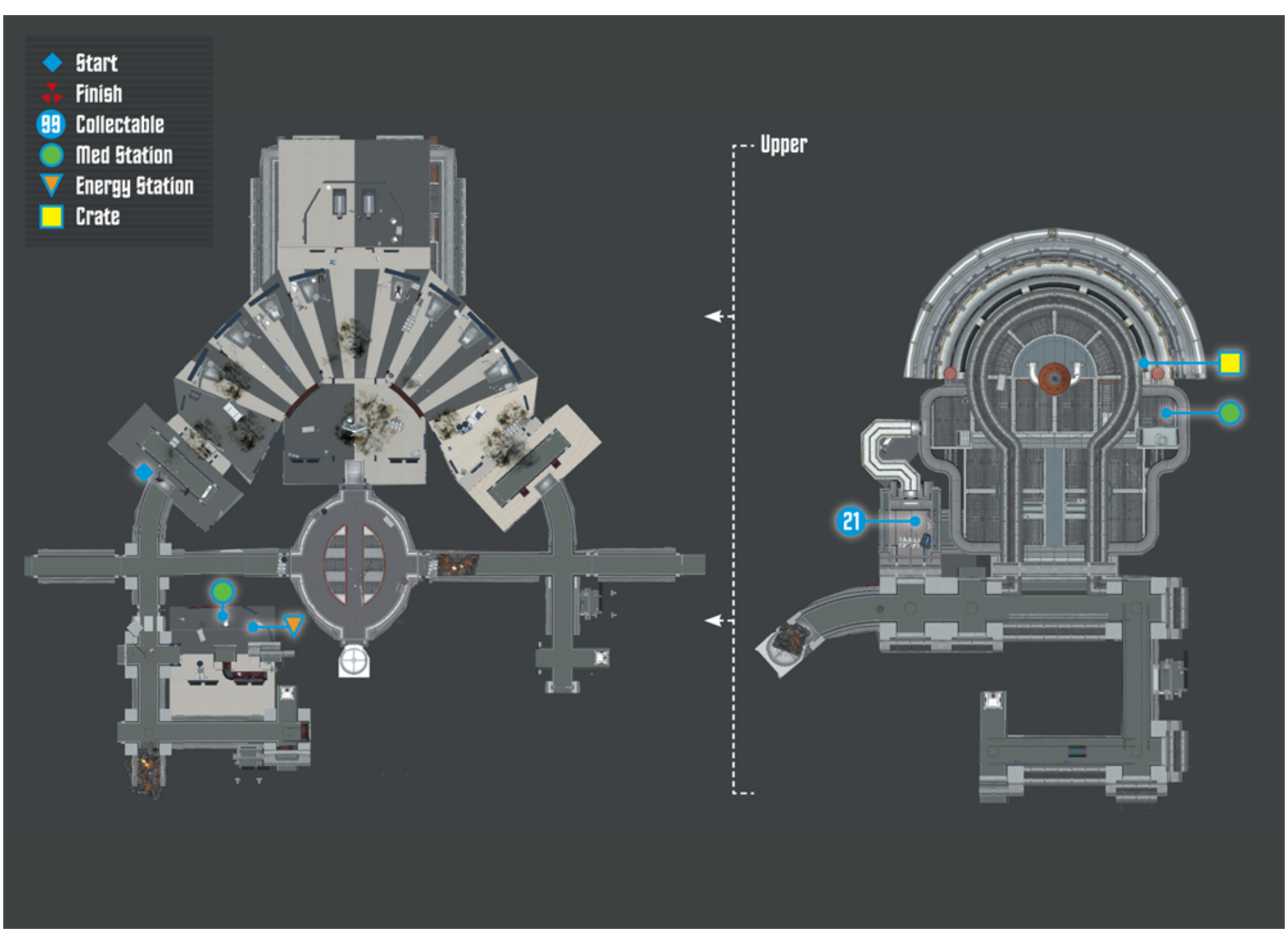
Open this map in a new window

Spread the Cure


Lower
16
20
19
18
17
Start
Finish
99 Collectable
Med Station
Energy Station
Crate

Open this map in a new window

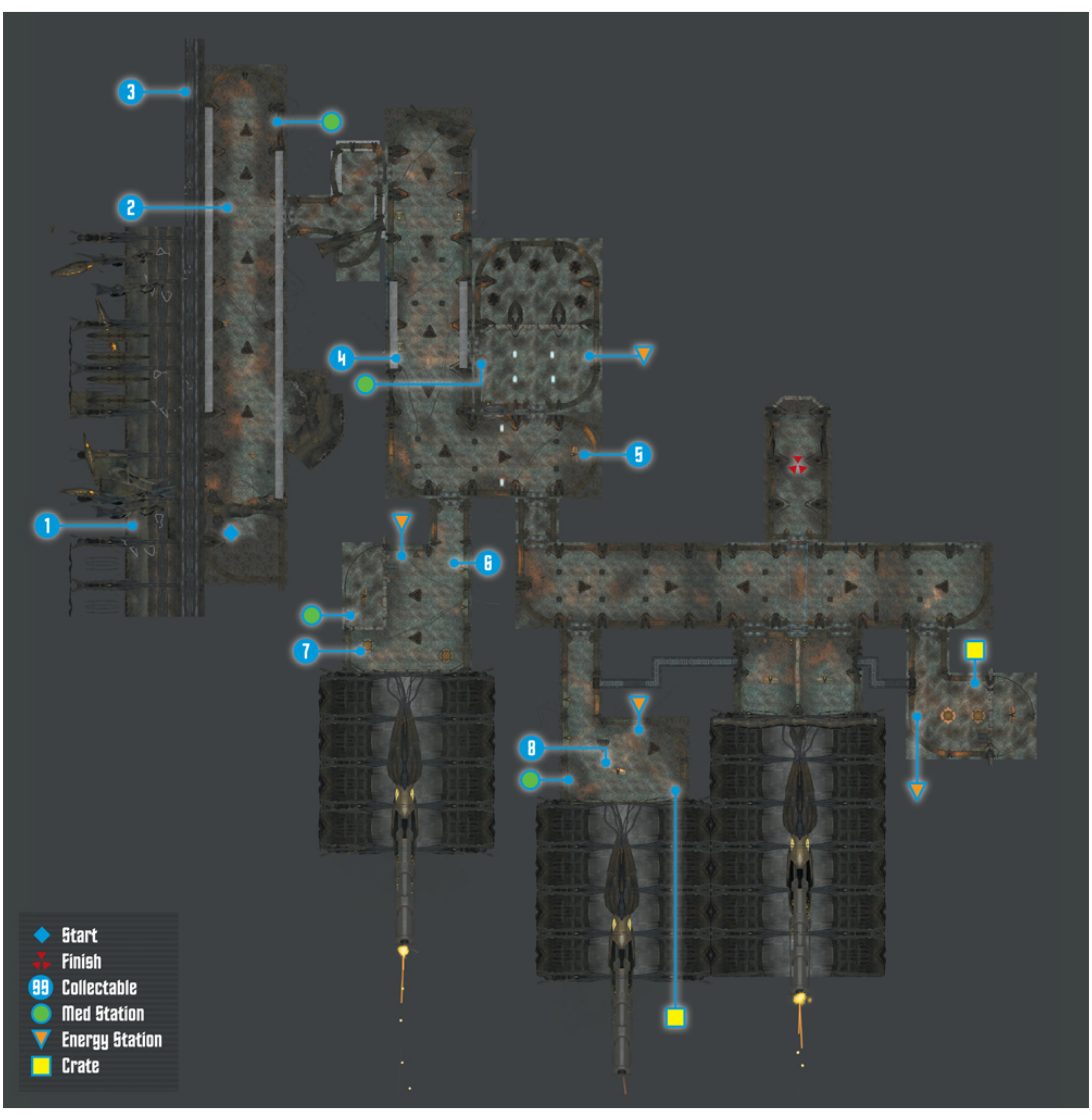
Spread the Cure Part 2


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
Upper
21

Open this map in a new window

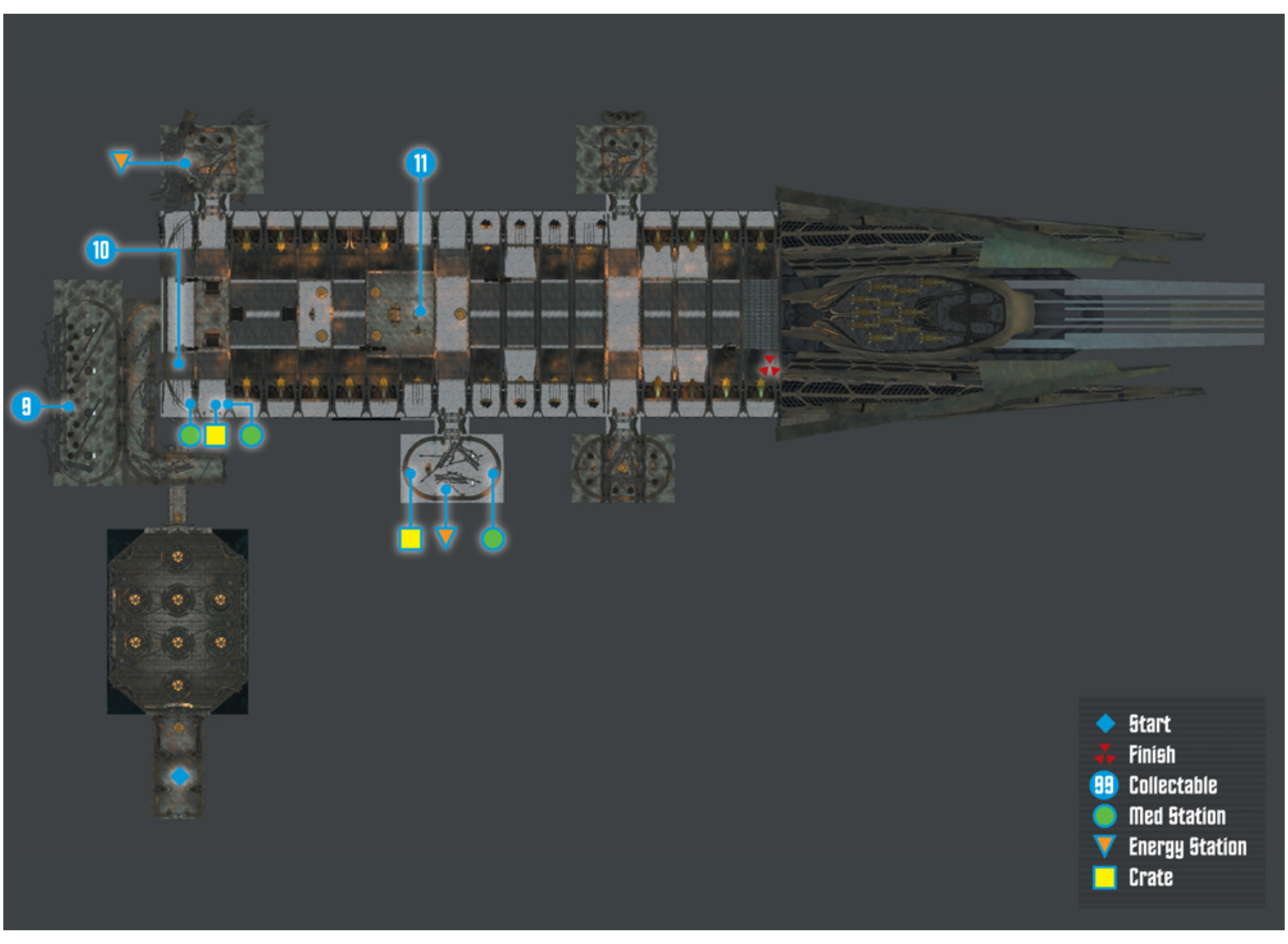
Chapter 9 Interactive Maps

Punch a Hole


3
2
4
5
1
6
7
8
Start
Finish
99 Collectable
Med Station
Energy Station
Crate

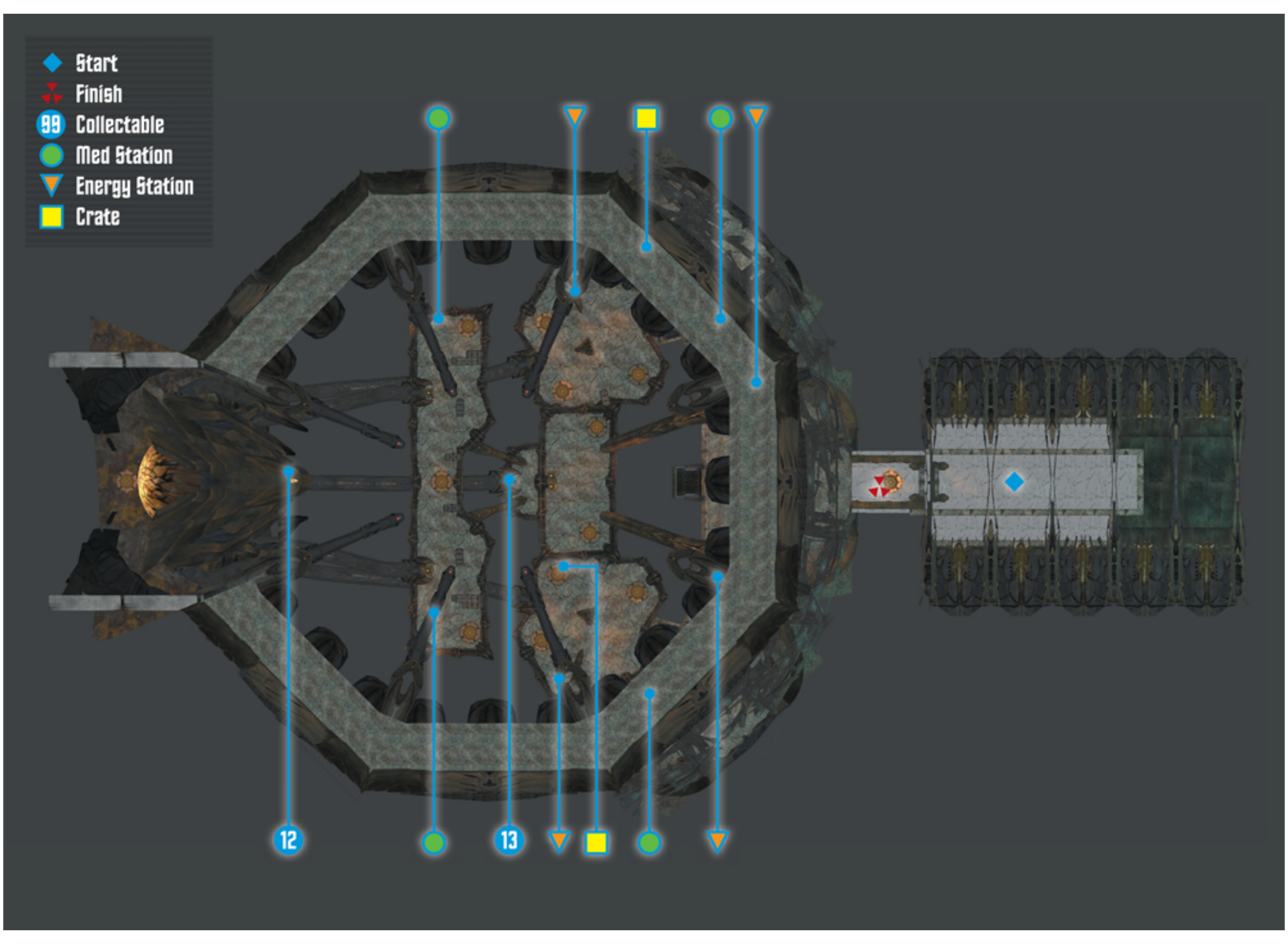
Open this map in a new window

Bio Enhancement Facility


11
10
9
Start
Finish
99 Collectable
Med Station
Energy Station
Crate

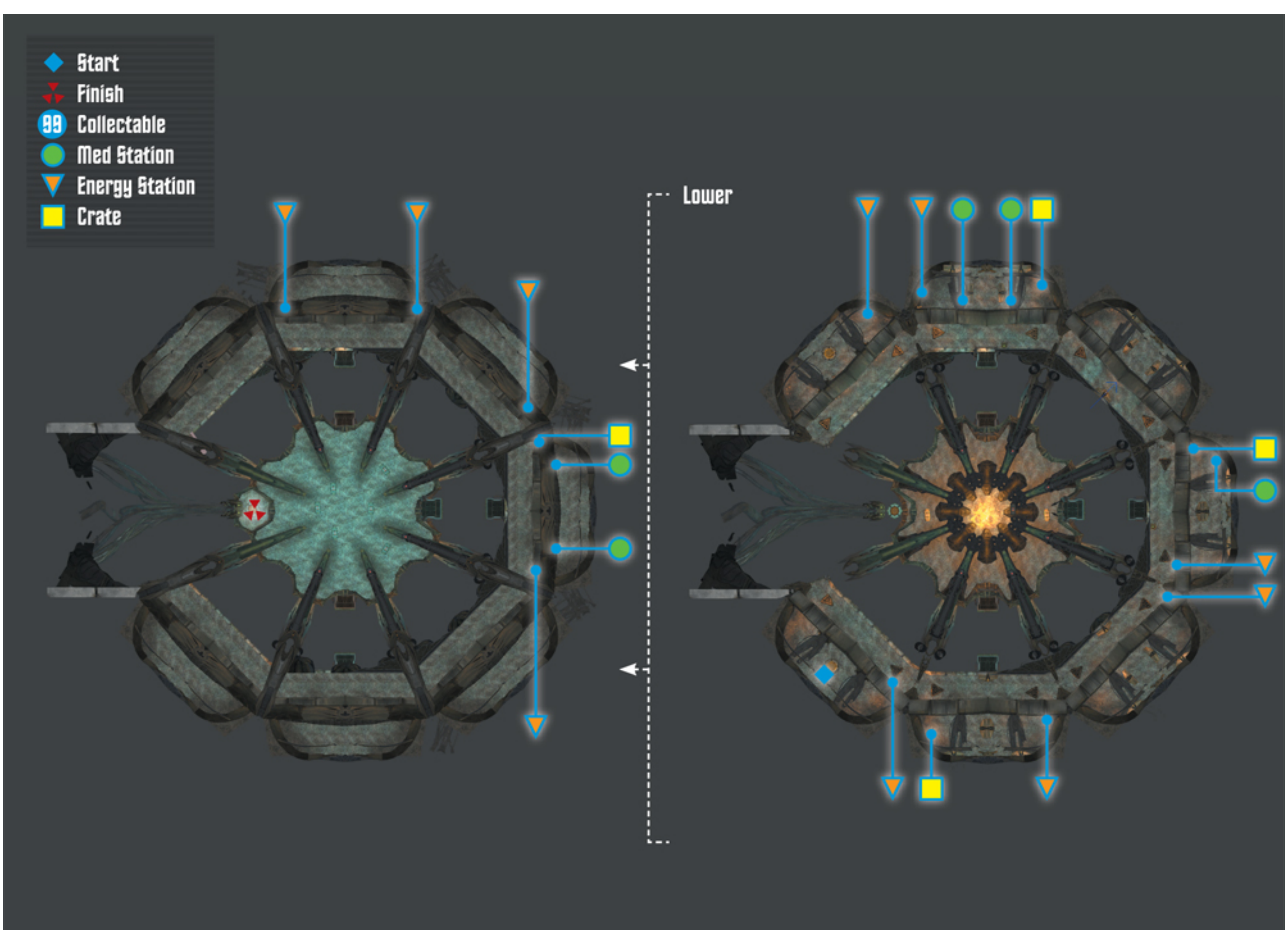
Open this map in a new window

Sabotage


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
12
13

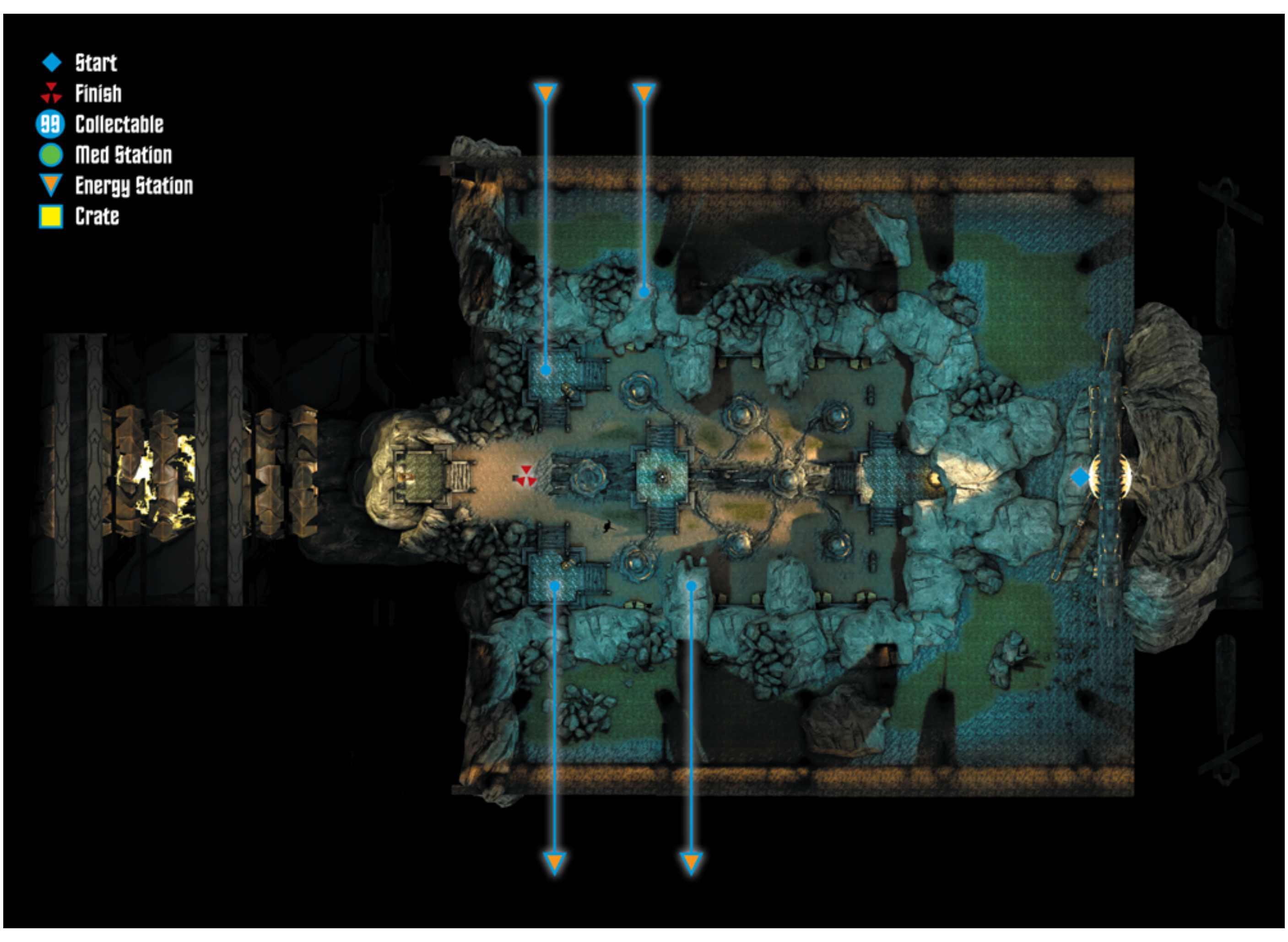
Open this map in a new window

To the Top


Start
Finish
99 Collectable
Med Station
Energy Station
Crate
Lower

Open this map in a new window

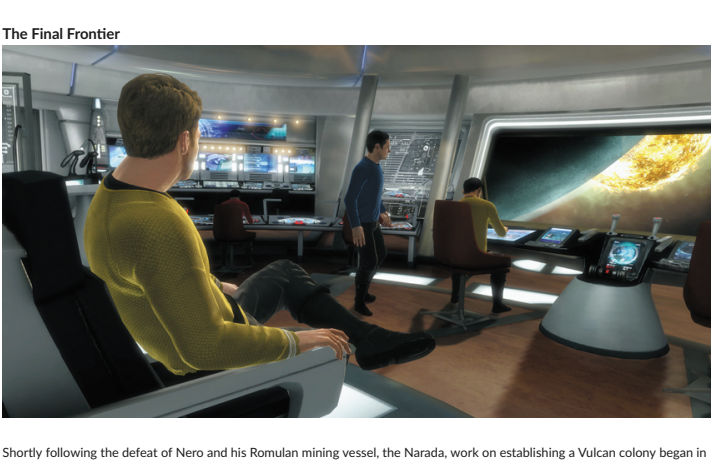
Final Confrontation


Start
Finish
99 Collectable
Med Station
Energy Station
Crate

Open this map in a new window

Starfleet Academy

The Final Frontier



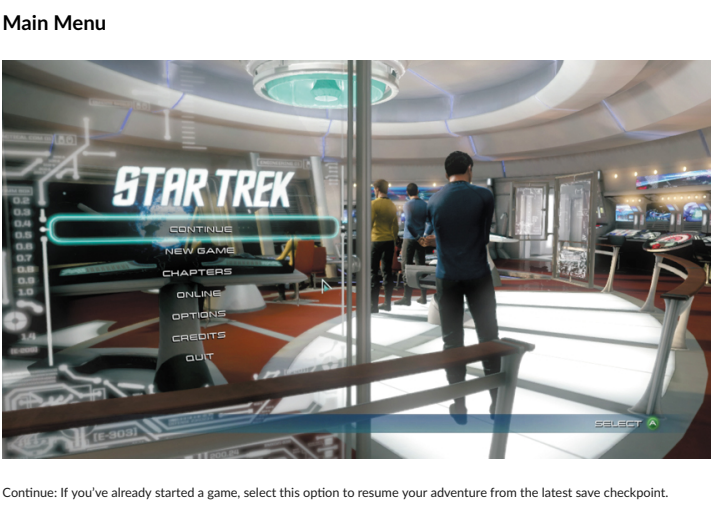
Shortly following the defeat of Nero and his Romulan mining vessel, the Narada, work on establishing a Vulcan colony began in earnest. Nero's destruction of the Vulcan homeworld left the few surviving Vulcan people with no planet of their own. Vulcan scientists began terraforming a planet with characteristics similar to the original Vulcan homeworld. But the terraforming process wasn't proceeding quickly enough for some. Enter the Helios Device, an experimental Vulcan invention intended to reduce the time necessary to complete terraforming the New Vulcan colony. But when the Helios Device malfunctions, a rip in the fabric of space time is created, allowing a conquest-hungry reptilian race known as the Gorn to emerge from the anomaly and putting New Vulcan and the entire Federation at risk. Only Captain Kirk, First Officer Spock, and the crew of the Enterprise stand in the way of the Gorn, setting the stage for another epic struggle.

Welcome to the official game guide for Star Trek The Video Game. With the help of this guide you have everything you need to confront the Gorn and secure the future of the Vulcan people. Whether playing as Kirk or Spock, the step-by-step walkthrough guides you through the entire adventure to make sure that you find each hidden collectable and earn every commendation along the way. While the walkthrough provides everything you need to complete the game, even more details can be found in the preceding chapters. For example, reference the Allies, Enemies and Weapons chapter for tactics pertaining to each weapon as well as helpful hints for defeating every enemy you encounter. When you're not busy saving the Federation, take a look at the Behind the Scenes chapter to view some of the concept art that was integral in creating the various original environments and characters seen in the game. If you're more interested in uncovering every secret and collectable the game has to offer, flip to the Compendium chapter at the back of the guide for a complete listing of all research data, audio logs, Tribbles, achievements and trophies. With this guide in your hands, the Gorn don't stand a chance.

Getting Started

You're only moments away from beginning your epic adventure. But before you get started, take a moment to review the options available from the main menu as well as the game's interface and controls. This will give you a basic understanding of the game's mechanics before you dive in.

Main Menu



Continue: If you've already started a game, select this option to resume your adventure from the latest save checkpoint.

New Game: Select this option to create a new game. But note, any previous saves will be deleted, along with any collectables you may have found. When starting a new game you're prompted to select your character (Kirk or Spock) as well as a game type; you'll determine whether you'll be playing a public, private, or offline game.

Chapters: Once you've completed a chapter, it is available in this section so you can replay it. Some chapters are broken up into different parts, and you can jump directly to a particular point in the chapter. However, when replaying a chapter, any previous saves are overwritten.

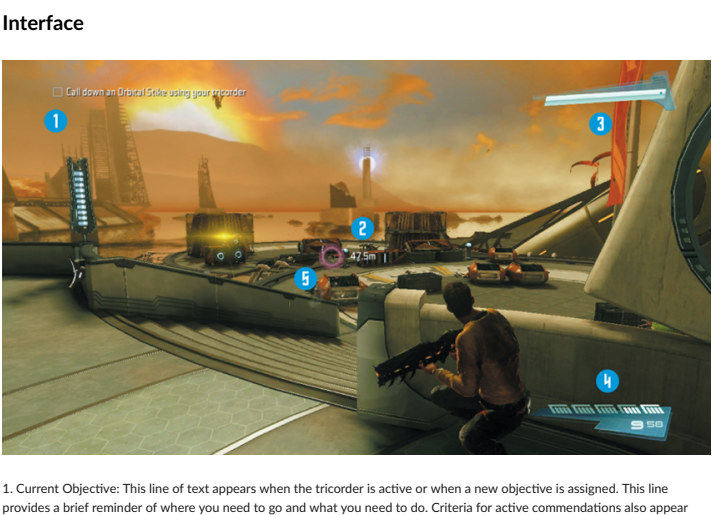
Online: If you want to play the game with a friend or stranger, go here to start an online co-op game. You can either join a game in progress or create a new game. You can also invite friends to join your game or simply leave the option open for a friend to join you at their convenience.

Options: Select this option to customize a variety of settings pertaining to the game's display, controls, and audio.

Credits: Roll the game's credits by selecting this option to see the names of everyone involved in its development.

Quit: Select this option to quit the game.

Interface



1. Current Objective: This line of text appears when the tricorder is active or when a new objective is assigned. This line provides a brief reminder of where you need to go and what you need to do. Criteria for active commendations also appear here. Commendations are optional objectives; they require you to complete certain tasks in exchange for XP.

2. Aiming Reticle: This tiny white dot at the center of the HUD indicates the direction your character is facing as well as the direction the weapon will be fired. But when engaging enemies, it's better to hold down the aim button to bring up a larger and more accurate aiming reticle for your weapon. While it's possible to fire a weapon without entering aim mode, your accuracy is greatly diminished when firing a weapon from the hip.

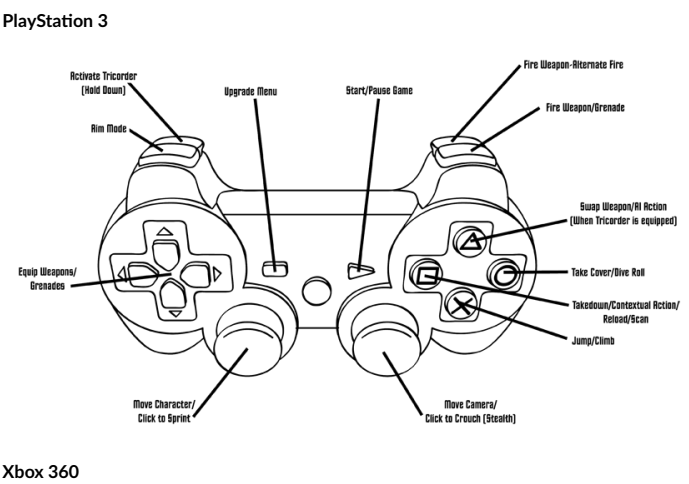
3. Health and Shield Strength: This meter shows the status of your health and shields. Both Kirk and Spock are defended by a small personal deflector shield. The shield degrades upon taking hits from incoming fire. Once the shield is depleted, all further damage depletes the character's health, causing the screen to turn black and white—find cover before you're injured and require medical assistance from your partner. Health and shields recharge over time. So simply stay behind cover and wait to recover before exposing yourself to incoming fire.

4. Weapon/Ammo Gauge: This gauge appears when a weapon is equipped and fired. The meter changes based on the type of weapon equipped, but usually represents the weapon's current ammo count—for phasers the meter represents the weapon's heat. The numbers below the meter show how much ammo is remaining. The large number represents the ammo count in the weapon and the smaller number shows how much reserve ammo the character is carrying. More ammo can be retrieved from Energy Stations.

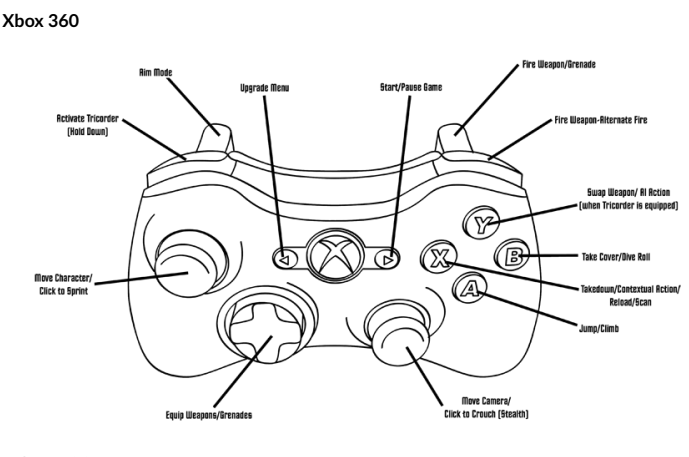
5. Waypoint Marker: This red circular icon on the HUD appears whenever you activate your tricorder and it shows you the direction to the current objective. The distance to the waypoint (in meters) is also shown beneath the icon. In some instances, you must pass through multiple waypoint markers to reach an objective. But if you're ever lost, activate your tricorder and look for this icon to find your way to the next objective.

Controls

PlayStation 3


Activate Tricorder (Hold Down)
Upgrade Menu
Start/Pause Game
Fire Weapon/Alternate Fire
Fire Weapon/Grenade
Aim Mode
Swap Weapon/AI Action (When Tricorder is equipped)
Equip Weapons/Grenades
Take Cover/Dive Roll
Takedown/Contextual Action/Reload/Scan
Jump/Climb
Move Character/Click to Sprint
Move Camera/Click to Crouch (Stealth)

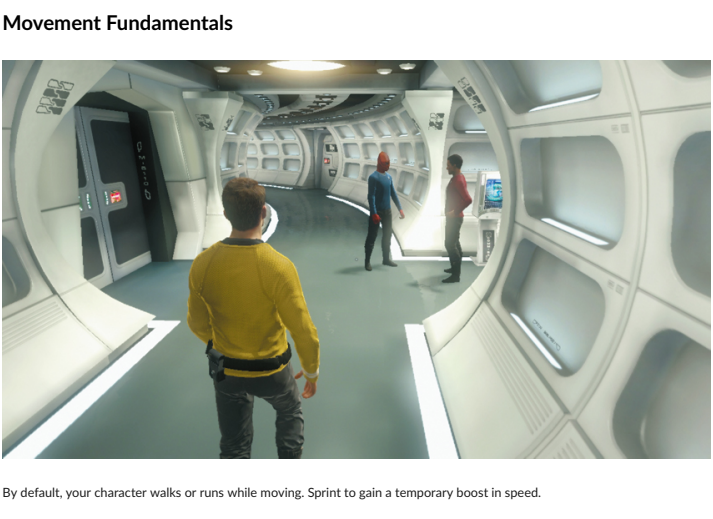
Xbox 360


Aim Mode
Upgrade Menu
Start/Pause Game
Fire Weapon/Grenade
Activate Tricorder (Hold Down)
Fire Weapon/Alternate Fire
Swap Weapon/AI Action (when Tricorder is equipped)
Take Cover/Dive Roll
Move Character/Click to Sprint
Takedown/Contextual Action/Reload/Scan
Jump/Climb
Move Camera/Click to Crouch (Stealth)
Equip Weapons/Grenades

Officer Training

Commanding a Starfleet vessel is much more complicated than sitting in a captain's chair and issuing orders to subordinates. The responsibilities and expectations are even greater for Captain Kirk and First Officer Spock, serving on Starfleet's flagship the U.S.S. Enterprise. In addition to overseeing operations aboard the Enterprise, Kirk and Spock often take an active role in away team missions, during which they must perform at peak physical condition. In this section we take a close look at everything required of Starfleet officers in the field. So read up before reporting for duty.

Movement Fundamentals



By default, your character walks or runs while moving. Sprint to gain a temporary boost in speed.

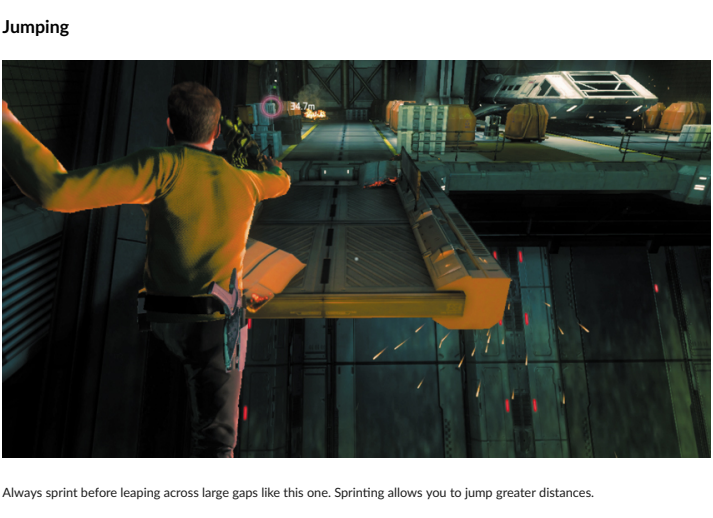
As a Starfleet officer, it's important to maintain top physical condition in preparation for away team missions. Such missions often require officers to overcome a variety of obstacles while traversing challenging terrain. Walking and running are the simplest and most common forms of movement and are sufficient for reaching most objectives. But when speed is essential, break out into a sprint. You can only sprint for a limited time before eventually slowing to a run to catch your breath. Lateral control is also reduced while sprinting, preventing you from making sharp turns or deviations. So use the sprint function sparingly, such as when rushing to cover or evading immediate hazards.

Stealth

Make an effort to sneak up behind enemies to take them by surprise—they won't hear you approach as long as you move while crouched.

While walking, running, and sprinting, the sound of your footsteps carries and could alert nearby enemies and prompt them to investigate or attack. Detection and confrontations can often be avoided by crouching. During crouched movement, your speed is reduced significantly as your character hunches over and creeps along at a slow pace, maintaining a low profile and producing little noise. Crouching is essential for sneaking past enemies without being detected. Or if you prefer, you can creep up directly behind most enemies and perform a melee takedown to render them unconscious. Crouching also allows you to remain concealed behind low objects to prevent enemy units from spotting you.

Jumping



Always sprint before leaping across large gaps like this one. Sprinting allows you to jump greater distances.

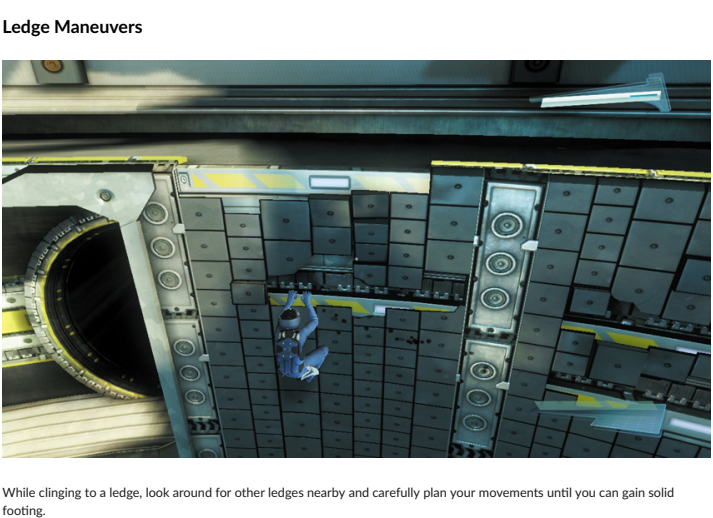
Sometimes jumping is the only way to reach an objective, and sometimes you must leap across gaps in damaged catwalks, walkways, or geographical chasms. Before attempting a jump, make sure there's no other way to reach your desired location—sometimes you can traverse along ledges or climb ladders to reach new areas. If there are no other options, get ready to jump. When attempting to leap across wide gaps, back up and start sprinting, then jump as you near the edge. By sprinting, you greatly increase the distance you can jump, often clearing most gaps with ease. You can also jump over low objects, too—run toward a crate or other small objects and press the jump button to perform a vault. This allows you to keep moving in one direction without breaking your stride, which is ideal during combat.

Dive Roll

Use dive rolls to evade charging enemies or escape the blasts of explosive weapons.

Although similar to jumping, the dive roll is primarily an evasive maneuver that is ideal for avoiding enemy attacks. The dive roll is most effective when you are attempting to evade the charging attacks of certain enemies. When confronting an enemy that charges, dive away at a perpendicular angle to prevent getting trampled—do not dive toward the enemy or in the direction the enemy is charging. The dive roll is also well suited for evading explosive attacks, such as incoming grenades. If you see a white grenade icon on the HUD, perform a dive roll to leap away from the grenade before it explodes.

Ledge Maneuvers



While clinging to a ledge, look around for other ledges nearby and carefully plan your movements until you can gain solid footing.

If you ever find yourself clinging to a ledge, don't worry—take a look at your surroundings to determine where to go next, looking for nearby ledges if necessary. While clinging to a ledge you can still move in several possible directions. By moving to the left or right, you perform hand-over-hand traversals and move horizontally along the ledge. If there's a ledge above you, jump to mantle upward and grip the new ledge. If there's a ledge below, you can drop down to it by simply pressing the take cover/dive roll button—as you let go of the ledge and fall, your character automatically grips the ledge directly beneath. Only drop from a ledge when there's another ledge directly beneath you, otherwise you may fall to your death. In addition to moving vertically and horizontally, you can also jump from a ledge to other graspable surfaces. While still holding a ledge, move out toward a new object—this makes your character reach out toward the desired direction. At this point you can jump to the next object. Such jumps are necessary when moving between multiple pillar-like objects.

Swimming

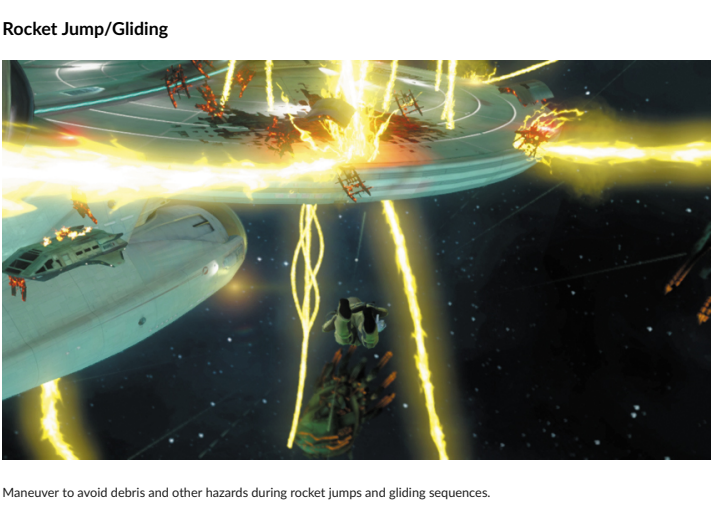
Keep an eye on the oxygen meter while swimming underwater—return to the surface to catch your breath.

During some missions, swimming may be the only way to reach an objective. Swimming functions just like walking and running, but while underwater you can swim in multiple directions—up, down, forward, backward, and laterally. At first, swimming can be a bit disorienting, so always activate your tricorder to bring up the current waypoint marker, giving you a visible beacon to swim toward. While underwater, an oxygen gauge appears on the left side of the HUD and counts down how much air you have. Simply swim to the surface to reset the oxygen gauge. At times you may need to swim great distances through underwater caves. Look for beams of light shining down through the water to locate small air pockets, where you can surface and catch your breath before resuming swimming underwater. If you're running low on oxygen or simply want to swim faster, you can sprint while underwater to gain a sudden (but temporary) burst in speed.

Caution

While swimming, watch out for enemy mines placed underwater. These mines can be disabled by targeting them with your tricorder—underwater mines don't have to be hacked. Once they are disabled, you can swim past the mines without triggering a detonation.

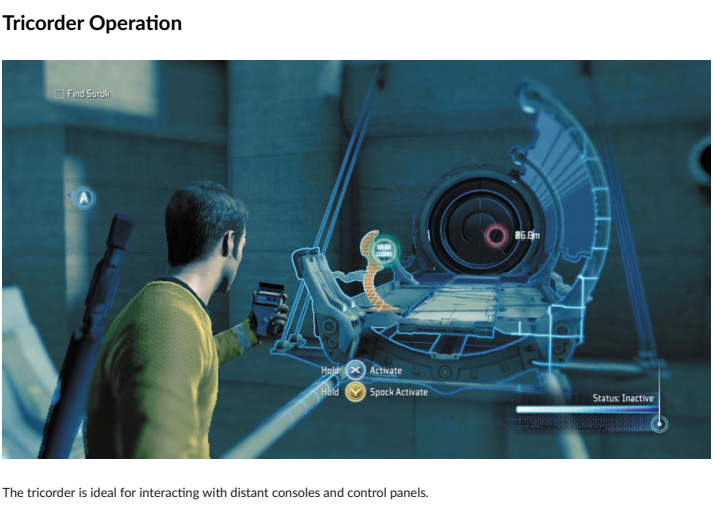
Rocket Jump/Gliding



Maneuver to avoid debris and other hazards during rocket jumps and gliding sequences.

Whether performing a rocket jump through space or gliding over the terrain of a planet, it's important master these aerial forms of locomotion. During some space sequences, you must perform a rocket jump using a Rocket Sled, a small personal propulsion device designed for short-range space walks. During rocket jumps and gliding sequences, the biggest threat is obstacles and debris. While you don't need to worry about speed or forward momentum, you do need to make slight deviations to your flight path to avoid collisions. You can move both vertically and horizontally to alter your course and dodge incoming debris and terrain features. Given the high speeds involved, colliding with any object is fatal, and you must restart the sequence from the previous save checkpoint.

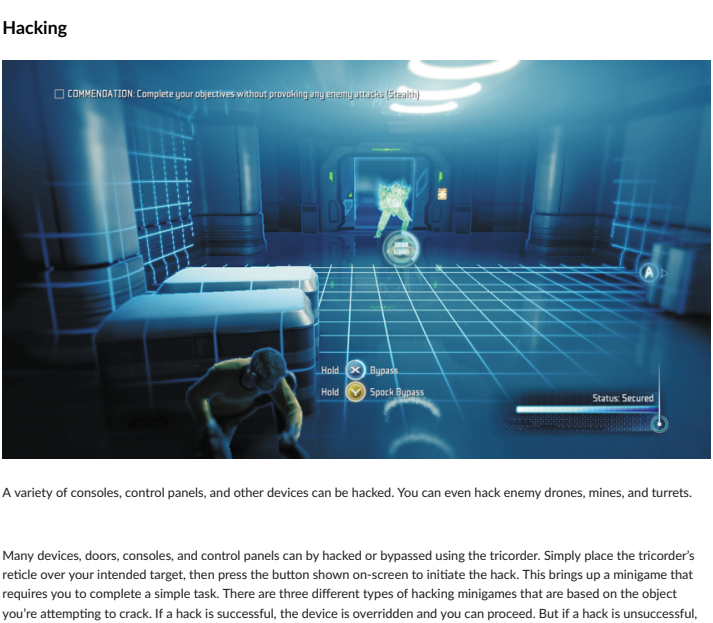
Tricorder Operation



The tricorder is ideal for interacting with distant consoles and control panels.

Your Starfleet-issued tricorder is perhaps the most valuable piece of equipment in your inventory. Not only does it give you the latest information on your current objective, but it's also vital for picking up readings and interacting with your environment. To activate the tricorder, press and hold down the tricorder button. This causes the HUD to take on a blue hue and displays your surroundings with a wireframe mesh as the device pings the environment for points of interest. There is a circular reticle at the center of the HUD while the tricorder is active. Place this reticle over different objects to learn more about them or perform interactions.

Hacking


COMMENDATION: Complete your objectives without provoking any enemy attacks (Stealth)
Hold Bypass
Hold Spock Bypass
Status: Secured

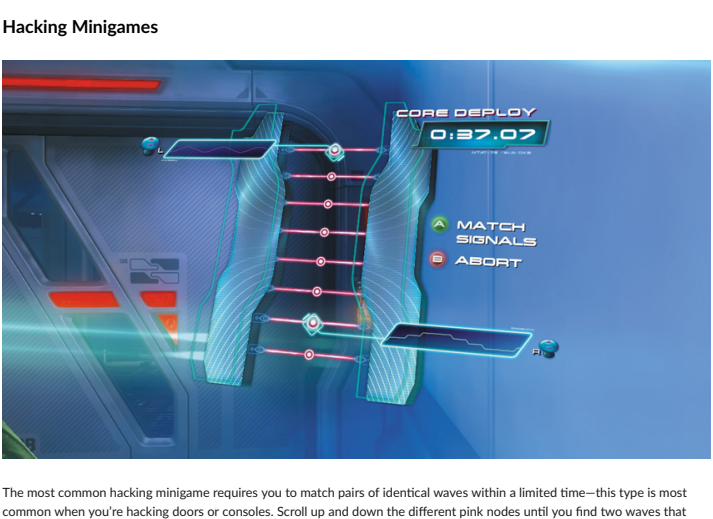
A variety of consoles, control panels, and other devices can be hacked. You can even hack enemy drones, mines, and turrets.

Many devices, doors, consoles, and control panels can by hacked or bypassed using the tricorder. Simply place the tricorder's reticle over your intended target, then press the button shown on-screen to initiate the hack. This brings up a minigame that requires you to complete a simple task. There are three different types of hacking minigames that are based on the object you're attempting to crack. If a hack is successful, the device is overridden and you can proceed. But if a hack is unsuccessful, there's a chance you may take damage, as the console or terminal overloads. This can sometimes lead to the sounding of an alert that causes enemy units to investigate. In addition to hacking doors and terminals, you can also hack (or bypass) enemy turrets, drones, and mines to cause them to turn on your enemies. Each completed hack earns you 100 XP, which in turn can be spent to purchase upgrades for your tricorder and phaser through the upgrade menu.

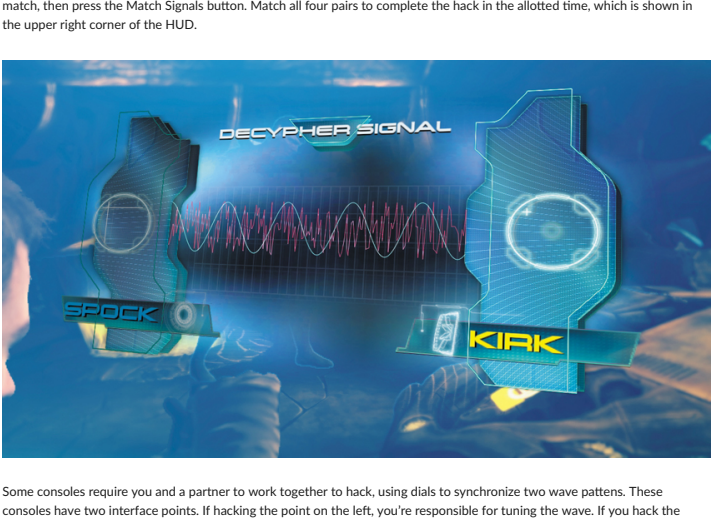
Tip

If your hacking skills aren't up to the challenge, order your AI-controlled partner to complete the hack if you are playing the game solo. Your AI buddy never fails a hack, but you won't gain any XP for it.

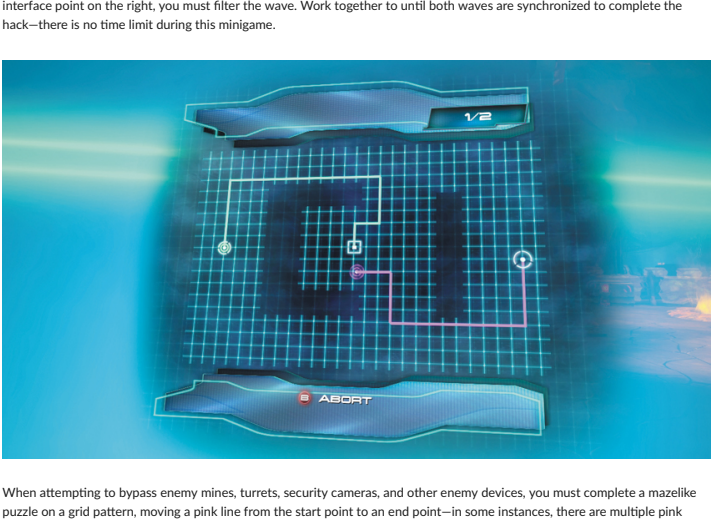
Hacking Minigames



The most common hacking minigame requires you to match pairs of identical waves within a limited time—this type is most common when you're hacking doors or consoles. Scroll up and down the different pink nodes until you find two waves that match, then press the Match Signals button. Match all four pairs to complete the hack in the allotted time, which is shown in the upper right corner of the HUD.

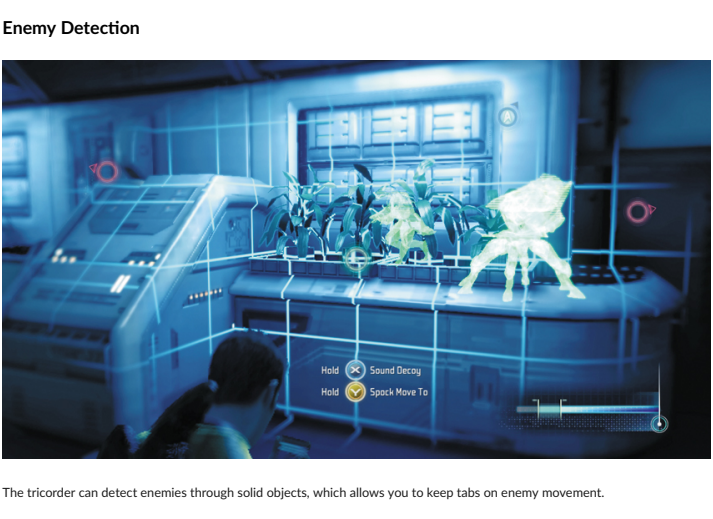


Some consoles require you and a partner to work together to hack, using dials to synchronize two wave patterns. These consoles have two interface points. If hacking the point on the left, you're responsible for tuning the wave. If you hack the interface point on the right, you must filter the wave. Work together to until both waves are synchronized to complete the hack—there is no time limit during this minigame.



When attempting to bypass enemy mines, turrets, security cameras, and other enemy devices, you must complete a mazelike puzzle on a grid pattern, moving a pink line from the start point to an end point—in some instances, there are multiple pink lines to connect, without intersecting. When you must connect multiple lines, plan out your moves before starting to ensure that each line has a clear, unobstructed path to the end point.

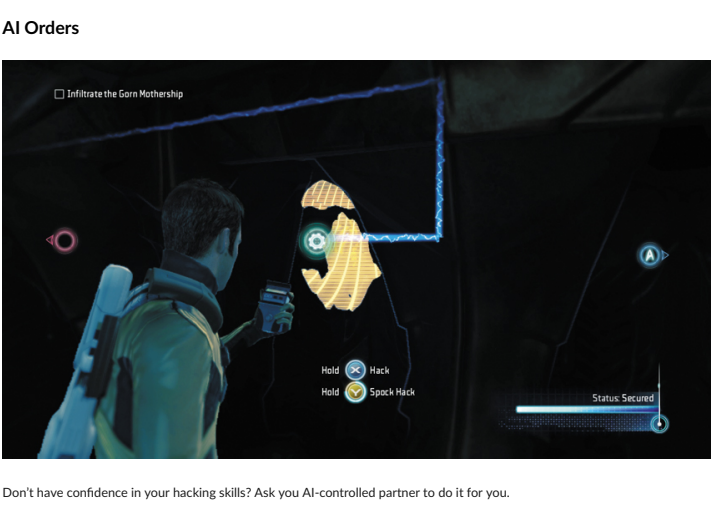
Enemy Detection



The tricorder can detect enemies through solid objects, which allows you to keep tabs on enemy movement.

If you suspect enemies are nearby, activate your tricorder—it can detect enemies within a wide radius, even if they're concealed behind solid objects. While the tricorder is active, enemies appear as colored silhouettes on the HUD. The color of the silhouette indicates the alert status of the enemy. If the silhouette is green, it means the enemy is unaware of your presence. If the silhouette is yellow, the enemy is currently investigating a disturbance—don't let them see you. And if the silhouette is red, the enemy is on alert and actively trying to target you—take cover and get ready for a firefight. After stowing your tricorder, silhouettes stay visible on the HUD for a few seconds, which is ideal for keeping tabs on enemies that are concealed behind cover.

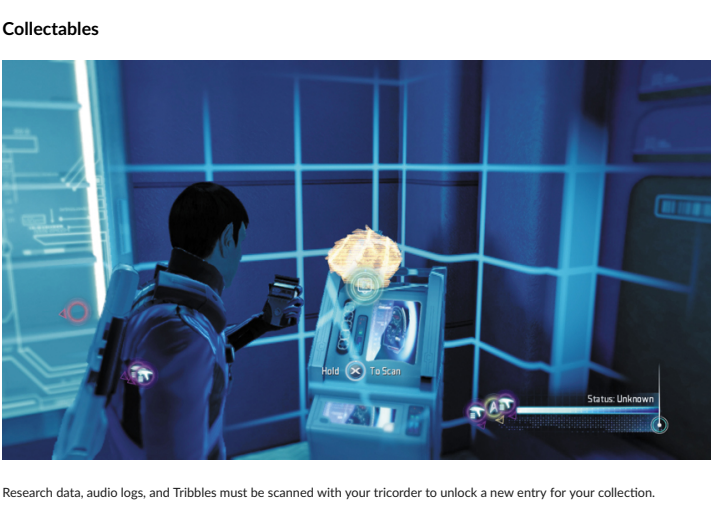
AI Orders



Don't have confidence in your hacking skills? Ask you AI-controlled partner to do it for you.

When playing the game on your own, the tricorder is instrumental in issuing orders to your AI-controlled partner. While the tricorder is active, you can give your partner a move order by aiming at a point on the ground and pressing the move command button shown on-screen—your AI partner will move to the location and remain there until you tell him to move again. But your AI partner can do a lot more than just move. Using the tricorder, you can also give your AI partner a variety of other orders, such as attacking enemies, performing hacks, or activating devices and consoles. So even when you're playing alone, you don't have to go it alone—put your AI partner to work.

Collectables



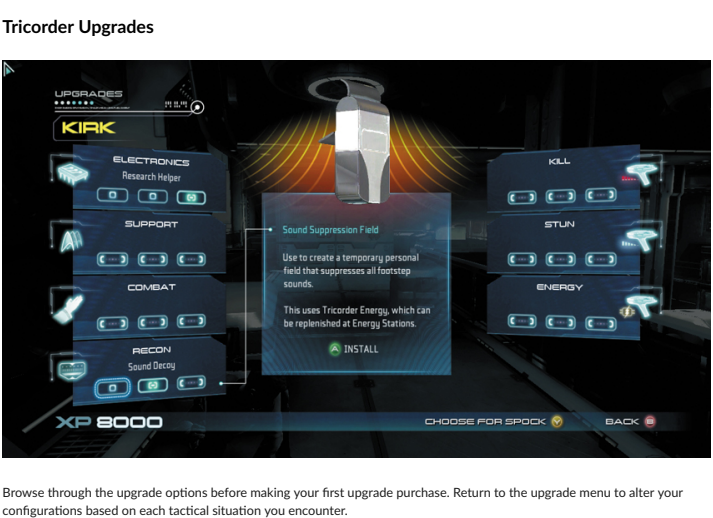
Research data, audio logs, and Tribbles must be scanned with your tricorder to unlock a new entry for your collection.

The tricorder can also be used to scan a variety of items and unlock new entries in the research data menu and earn you XP in the process. There are three different types of collectables: research data, audio logs, and Tribbles. Simply place a scannable item in the center of the tricorder's reticle, then press and hold down the scan button shown on-screen. Once the scan is complete, you earn XP and a new entry appears in your collection; it reveals more story information through text and audio entries by different Federation personnel, including crew members of the Enterprise. The collectables are tied to four different achievements and trophies including Listening In, The Whole Story, Researcher, and Fascinating. Study the maps and checklists in the walkthrough to find them all.

Tip

Install the Research Helper upgrade for your tricorder through the upgrade menu to make it easier to find collectables. Once it is installed, scannable items appear with a purple icon over them to make them stand out.

Tricorder Upgrades


UPGRADES
KIRK
ELECTRONICS
Research Helper
SUPPORT
COMBAT
RECON
Sound Decoy
KILL
STUN
ENERGY
Sound Suppression Field
Use to create a temporary personal field that suppresses all footstep sounds.
This uses Tricorder Energy, which can be replenished at Energy Stations.
INSTALL
XP 8000
CHOOSE FOR SPOCK
BACK

Browse through the upgrade options before making your first upgrade purchase. Return to the upgrade menu to alter your configurations based on each tactical situation you encounter.

Throughout the game you earn XP by scanning research items (collectables), performing hacks and bypasses, and completing commendations. The accumulated XP can then be spent on upgrades for your tricorder and phaser. There are 21 upgrades, divided into seven categories, available to each character. While you can purchase all the upgrades, you can only install a maximum of seven at any given time—one per tricorder or phaser module. Kirk and Spock can choose from the same upgrades when modifying their tricorders, but have different upgrades available for their phasers.

Once purchased, upgrades can easily be installed and uninstalled by accessing the upgrade menu. This allows you to alter your upgrades on the fly, according to each tactical situation you encounter. For instance, some situations may call for a stealthy approach while others may require a frontal assault. Installing the proper upgrades for the situation can give you a significant advantage. The upgrades you choose largely depend on your style of play, current objectives, and the commendations you're attempting to earn. Here are a few sample loadouts for stealth, non-lethal, and lethal combat situations.

Tip

Purchase all the tricorder upgrades to earn the Tricorder Tinkerer achievement/trophy.

Earning XP

Action	Reward
Complete hack/bypass	100 XP
Complete commendation	300 XP
Scan research data collectable	100 XP
Scan audio log collectable	50 XP
Scan Tribble collectable	250 XP
Complete research data set	500 XP
Complete Tribble Set	1,500 XP

Recommended Stealth Upgrades:

- Software Suite
- Sound Decoy
- Knockout Shot/Memory Lapse Shot
- Cooling System/Heat Diffuser

Recommended Non-Lethal Upgrades:

- Weapon Jammer
- Sound Suppression Field
- Knockout Shot/Stun Charger
- Cooling System/Heat Diffuser

Recommended Lethal Combat Upgrades:

- Weapon Charger
- Grenade Hacker
- Automatic Fire/Piercing Shot
- Cooling System/Propulsion System

Tricorder Upgrades - Electronics

Upgrade	Research Cost	Description
Software Suite	1,100 XP	Use on solo hack or bypass actions to clear them instantly, sacrificing potential XP gain. This uses tricorder energy, which can be replenished at Energy Stations.
Remote Connector	1,000 XP	Automatically increases tricorder's interaction range.
Research Helper	2,400 XP	Automatically highlights all research items in tricorder view.

Tricorder Upgrades - Support

Upgrade	Research Cost	Description
Shield Booster	100 XP	Use on your partner to overcharge his shields. This uses tricorder energy, which can be replenished at Energy Stations.
Techno-Doctor	900 XP	Use on your partner to heal him. This uses tricorder energy, which can be replenished at Energy Stations.
Weapon Charger	2,500 XP	Use on your partner to temporarily increase his damage output. This uses tricorder energy, which can be replenished at Energy Stations.

Tricorder Upgrades - Combat

Upgrade	Research Cost	Description
Weak Spot Analyzer	1,600 XP	Use on an enemy to temporarily expose their weak point. This uses tricorder energy, which can be replenished at Energy Stations.
Weapon Jammer	1,500 XP	Use on an enemy carrying a weapon to jam it and prevent the enemy from attacking until it's repaired. This uses tricorder energy, which can be replenished at Energy Stations.
Grenade Hacker	1,400 XP	Use on an enemy carrying grenades to cause early detonation or malfunctions, depending on the type. This uses tricorder energy, which can be replenished at Energy Stations.

Tricorder Upgrades - Recon

Upgrade	Research Cost	Description
Sound Suppression Field	3,000 XP	Use to create a temporary personal field that suppress all footstep sounds. This uses tricorder energy, which can be replenished at Energy Stations.
Sound Decoy	700 XP	Use on a surface to create a decoy sound that enemies will investigate. This uses tricorder energy, which can be replenished at Energy Stations.
Dematerializer	800 XP	Use on a downed enemy to hide the body to prevent enemy detection. This uses tricorder energy, which can be replenished at Energy Stations.

Note

For a complete list of phaser upgrades, see the tables in the Phaser Familiarization section.

Combat

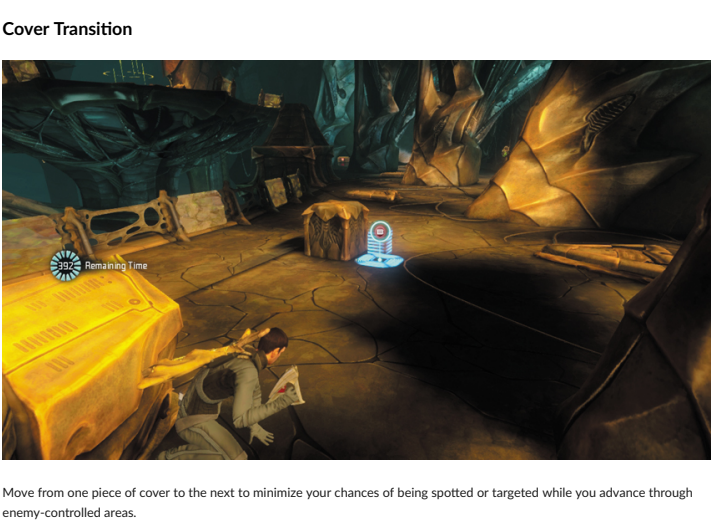
As a Starfleet officer, you should avoid confrontation whenever possible. However, there are circumstances where combat is unavoidable. In such dire situations it's important to be well versed in a variety of non-lethal and lethal tactics. But before opening fire, you must learn the basics of taking cover.

Cover

Before you start firing, make an effort to find some cover. Otherwise you won't last long out in the open.

Whether seeking protection or concealment, make an effort to utilize cover whenever you encounter enemies—press the cover button to snap to cover. This places your character behind an object, significantly reducing the chances of being seen or hit by incoming fire. While behind cover, you can move laterally to peek around the sides of the cover. This makes it possible to take aim around corners while keeping most of your body protected—if you're hiding behind a low object, you can also fire over the object. However, while aiming from behind cover you're more likely to be hit, so limit your exposure—aim, take a shot, then quickly duck back behind cover. You can also fire from behind cover without aiming; use the white aiming reticle in the center of the HUD to take aim, then simply press the fire button. This form of blind firing around or over cover isn't very accurate, but is a great way to return fire without exposing yourself—use this tactic against Gorn Enforcers who prefer to attack at close range.

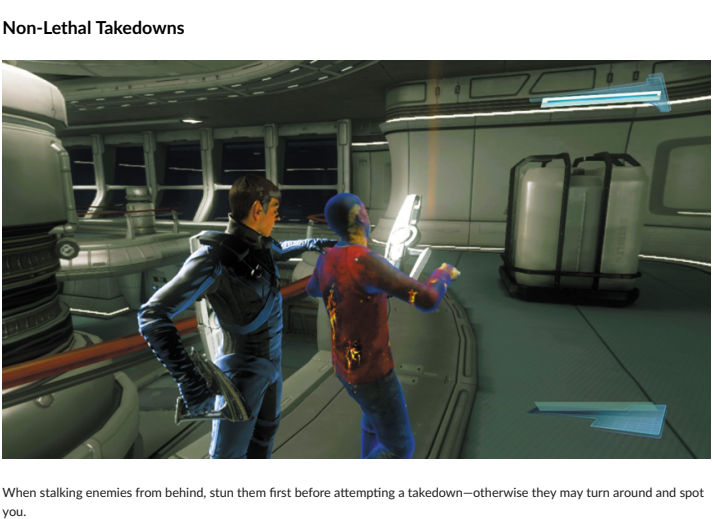
Cover Transition



Move from one piece of cover to the next to minimize your chances of being spotted or targeted while you advance through enemy-controlled areas.

By pushing out to the edge of cover you can move to a nearby cover object. Look for the yellow (Kirk) or (Blue) icon that appears next to an adjacent object—this indicates that a transition to a new piece of cover is possible. To complete the transition, simply press the button shown on-screen—your character automatically rushes to the new piece of cover. While moving from one piece of cover to the next is advisable, you can still take damage while making the move. So time your transitions carefully, preferably when incoming fire has subsided, such as when an enemy pauses to reload.

Non-Lethal Takedowns



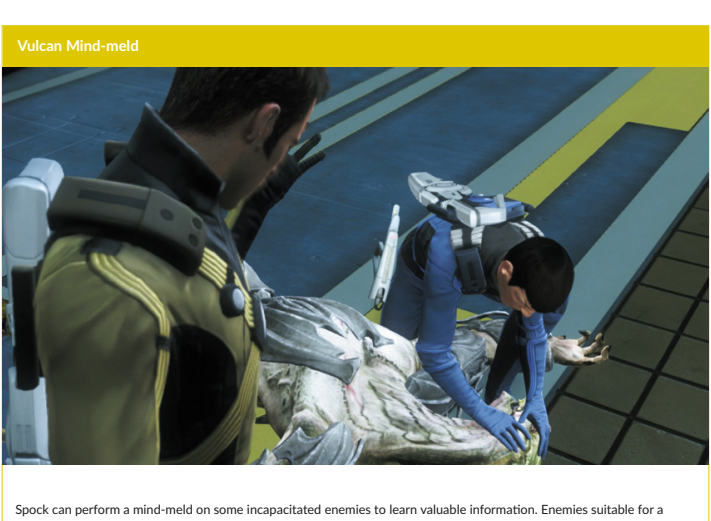
When stalking enemies from behind, stun them first before attempting a takedown—otherwise they may turn around and spot you.

If you must neutralize an enemy, it's best to do it while undetected. Study an enemy's patrol pattern, then sneak up behind them while crouched—you shouldn't move quickly or crouch or else they will hear you moving. When you're within a few feet of the enemy, you're prompted to perform a takedown—tap the button shown on-screen to reach out and incapacitate the enemy with your bare hands. Such takedowns are possible only against enemies that have not detected you. However, an alert enemy can still be taken down if you stun them first. Stun them with your phaser, then rush up to them and perform the takedown before they recover—a stunned enemy is coated in a blue hue, indicating a state of temporary paralysis. A phaser's stun setting is effective against most enemies, but not all, so choose your targets carefully—Gorn Enforcers, Gorn Guardians, and other large enemies are merely annoyed by stun shots. Perform at least 30 non-lethal takedowns to earn the Non-Lethal Master achievement/trophy.

Tip

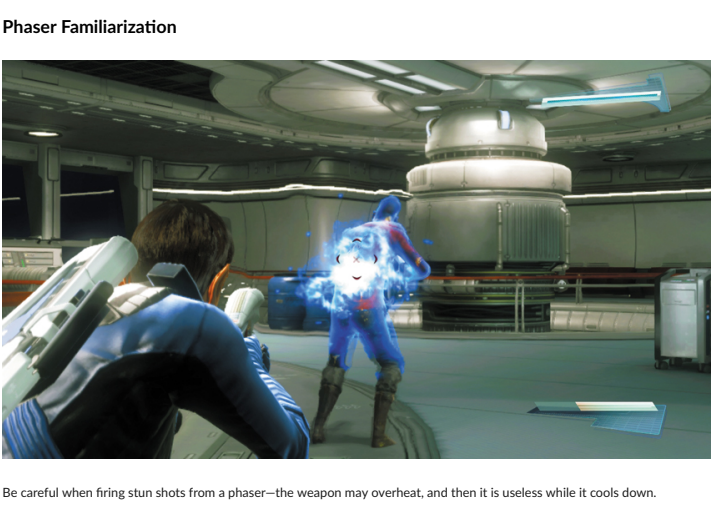
Install Kirk's Knockout Shot from the upgrade menu to enhance your phaser's stun setting; it then instantly incapacitates most enemies with a single shot. This comes in handy when attempting to earn non-lethal-based commendations.

Vulcan Mind-meld



Spock can perform a mind-meld on some incapacitated enemies to learn valuable information. Enemies suitable for a mind-meld appear with a icon next to their head that is visible in the tricorder view. Avoid killing these enemies, otherwise the mind-meld won't be possible. Once an enemy has been rendered unconscious, approach the body and press the contextual button shown on-screen to initiate the mind-meld. If you are playing as Kirk, you can instruct Spock to perform the mind-meld by issuing the order through your tricorder. If playing as Spock, the mind-meld reveals a wide range of visions. Information gained from mind-melds often reveals codes to doors or consoles so you can access them without the need to perform a hack. When playing as Spock, try to perform a minimum of ten mind-melds to earn the Dagger of the Mind achievement/trophy.

Phaser Familiarization



Be careful when firing stun shots from a phaser—the weapon may overheat, and then it is useless while it cools down.

Phaser pistols are standard-issue Starfleet weapons equipped during away team missions. Kirk and Spock carry custom phasers, each with a kill and stun setting—primary fire button for kill and alternate/secondary fire for stun. The Captain's phaser, carried by Kirk, and the Vulcan Repeater, carried by Spock, function similarly despite their different appearances—the only major difference is that Spock's Vulcan Repeater fires a two-round burst on the kill setting. Unlike most weapons, phasers don't consume ammo. However, they can overheat, which renders them inoperable for a few seconds while they cool down. You can monitor the phaser's heat by studying the weapon gauge in the bottom right corner of the HUD—each shot fired causes the heat meter to fill from right to left. As the temperature increases, lay off the trigger momentarily to prevent the weapon from overheating. Firing the phaser's secondary stun setting causes an immediate spike in heat, so much so that firing two rapid stun shots is enough to make the weapon overheat. So make those stun shots count—the last thing you want is an angry enemy bearing down on you while you're holding an overheated phaser.

Phaser Upgrades

Like the tricorder, phasers can be upgraded (from the upgrade menu) using XP that you earn from finding collectables or completing hacks and commendations. But unlike the tricorder, the upgrades available differ depending on the character you're playing. There are nine phaser upgrades per character, divided into three modules: kill, stun, and energy. While you can purchase every upgrade, only three upgrades can be installed at any given time—one upgrade per module. The upgrades you choose depend largely on your style of play. Here's a complete rundown of the upgrades available for the Captain's phaser and Vulcan Repeater.

Captain's Phaser Upgrades: Kirk

Kill

Upgrade	Research Cost	Description
Automatic Fire	1,200 XP	Switches firing mode to full automatic.
Power Amplifier	2,200 XP	Boosts damage output of each fourth short fired.
Ricochet Shot	1,100 XP	Allows shots to bounce off surfaces for additional damage output.

Stun

Upgrade	Research Cost	Description
Heat Efficient Shot	700 XP	Reduces heat cost of fired stun shots.
Knockout Shot	2,400 XP	Enhances power of stun shots to knock out weaker enemies instantly. Heat cost greatly increases.
Weakening Shot	1,400 XP	Adds an effect to stun shots that temporarily exposes the enemy's weak spot.

Energy

Upgrade	Research Cost	Description
Firing Stabilizer	100 XP	Increases accuracy for both kill and stun firing modes.
Cooling System	1,700 XP	Modifies heat management to allow immediate cooldown after firing.
Fire Rate Booster	1,200 XP	Increases fire rate for both kill and stun firing modes.

Vulcan Repeater Upgrades: Spock

Kill

Upgrade	Research Cost	Description
Kill Charger	1,500 XP	Allows for powerful charged shots that detonate on impact, causing damage in the blast radius.
Triple Burst	1,400 XP	Switches firing mode to a three-shot burst.
Piercing Shot	1,600 XP	Boosts power of fired shots to allow them to pierce through any surface.

Stun

Upgrade	Research Cost	Description
Stun Booster	1,800 XP	Increases power to fired shots, making them stun enemies for a longer duration.
Memory Lapse Shot	800 XP	Adds an effect to stun shots that prevents stunned enemies from recovering to an alert state.
Stun Charger	1,900 XP	Allows for powerful charged shots that detonate on impact, stunning enemies in the blast radius. Heat cost greatly increases when firing charged shots.

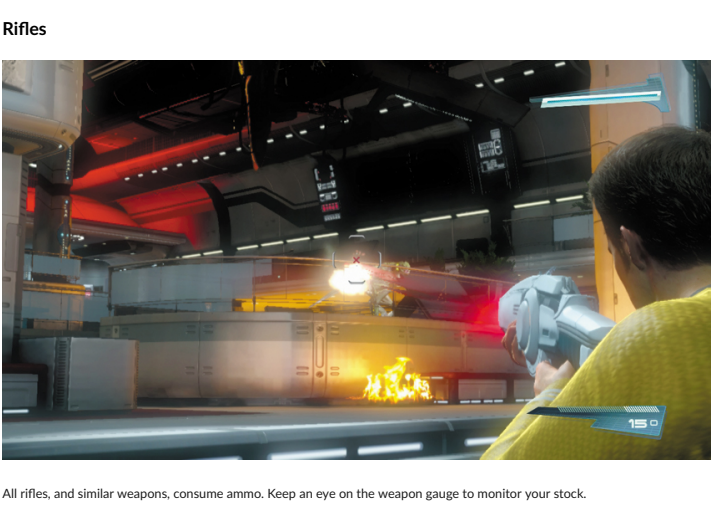
Energy

Upgrade	Research Cost	Description
Improved Heat Vents	100 XP	Modifies heat management to allow a faster cooldown rate after firing.
Heat Diffuser	2,200 XP	Modifies heat management to decrease heat production in both kill and stun firing modes.
Propulsion System	700 XP	Increase travel speed of all fired shots for both kill and stun firing modes.

Tip

Purchase all of Kirk's phaser upgrades to earn the Captain's Phaser Tinkerer achievement/trophy, or buy all of Spock's phaser upgrades to earn the Vulcan Repeater Tinkerer achievement/trophy.

Rifles



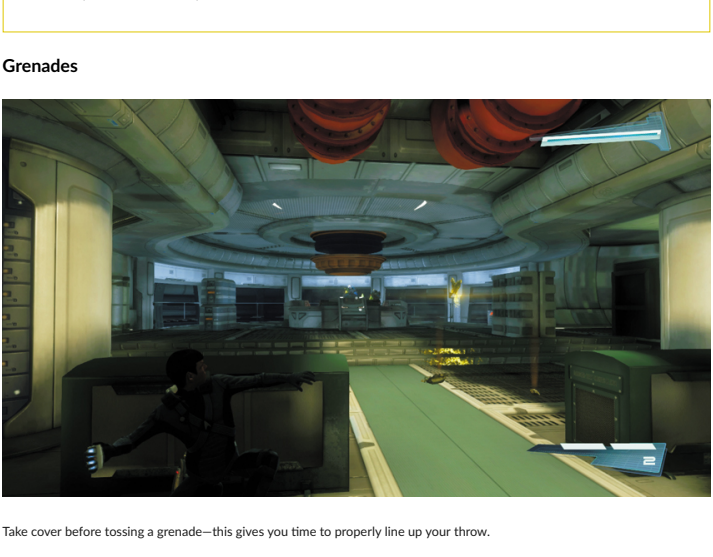
All rifles, and similar weapons, consume ammo. Keep an eye on the weapon gauge to monitor your stock.

In addition to your character's phaser, you can also equip one rifle. These weapons inflict more damage and have a higher rate of fire than their compact, handheld counterparts. But unlike phasers, rifles consume ammo, which means you need to keep a close eye on the weapon gauge to avoid running dry. Make a habit of reloading your weapon after every engagement—you don't want to start another fight with a half-empty magazine. But you can carry only so much ammo for your rifle. There are a couple of ways to replenish your ammo count. The easiest is by interacting with an Energy Station. These devices completely replenish your ammo as well as energy for your tricorder. You can also stock up on ammo by walking over a similar weapon lying on the floor. For example, if you are carrying a Starfleet Phaser Rifle, simply walk over another Starfleet Phaser Rifle on the ground to automatically retrieve its ammo. If no ammo is to be found, consider swapping weapons. You can pick up any weapon you find on the ground, including those formerly belonging to enemies. Make an effort to familiarize yourself with each weapon you encounter—you may have to use one when ammo runs scarce.

Note

Every rifle has a primary and secondary fire function. Each fire function differs based on the weapon, but the secondary fire function usually inflicts more damage at the cost of greater ammo consumption. Study the differences between the various weapons in the next chapter.

Grenades



Take cover before tossing a grenade—this gives you time to properly line up your throw.

There are two types of grenades you encounter during your adventure; the Starfleet-issued Stun Grenade and the Gorn's Plasma Grenade. Although these grenades have two very different capabilities, they are deployed the same way—you throw them. When a grenade is equipped, a curved vertical line appears on the HUD, representing the grenade's trajectory. Line up the grenade's trajectory with your intended target, then press the fire button to throw it. Stun Grenades detonate upon contact with any surface, temporarily stunning any enemies within its blast radius. The Plasma Grenade, on the other hand, has a delayed fuse and sticks to any surface it strikes before eventually exploding, inflicting massive, lethal damage. You can carry a maximum of two Stun Grenades and two Plasma Grenades at any given time, so don't forget to use these powerful weapons. More grenades can often be found in crates—loot the bodies of neutralized Gorn soldiers, too, for more Plasma Grenades.

Logistics and Resupply

During combat situations, away team personnel are often separated from their usual supply chains. This calls for improvisation: Away teams often have to scavenge supplies from various sources. Fortunately there three key interactive objects capable of dispensing everything you need. You just need to know what to look for.

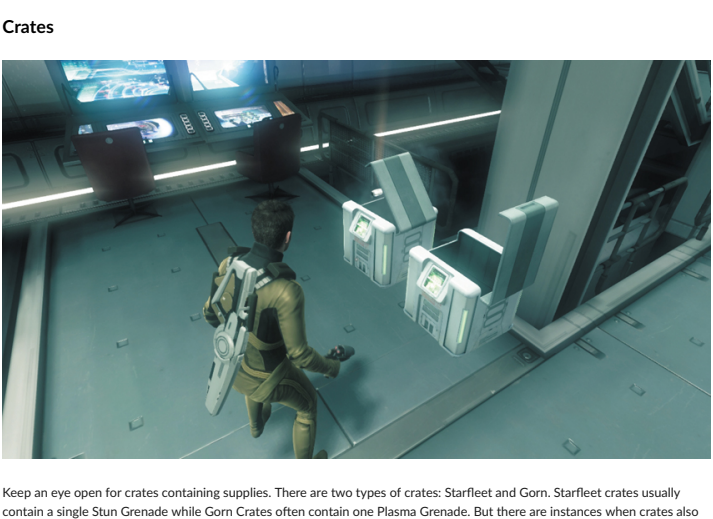
Energy Stations

Running low on ammo? Look no further. Simply interact with one of these console-like devices, usually found against a wall on the perimeter of a room. Energy Stations fully replenish the ammo for your rifle and fully recharge your tricorder—some of the upgrades installed on the tricorder consume energy and require occasional recharging. There are three different type of Energy Stations you'll encounter, including Vulcan, Starfleet, and Gorn models. Although they look slightly different, they all perform identically. Simply walk up to an Energy Station and press the button shown on-screen to activate it. Make a habit of stocking up on ammo each time you encounter an Energy Station.

Med Stations

Med Stations are small wall-mounted devices that instantly replenish your character's health. These devices are usually found near Energy Stations and operate in the same fashion—stand next to the Med Station and press the button shown on-screen to receive medical attention. Med Stations only function if you need health, otherwise they're not interactive. Although they look different, Starfleet and Gorn Med Stations perform the same function.

Crates

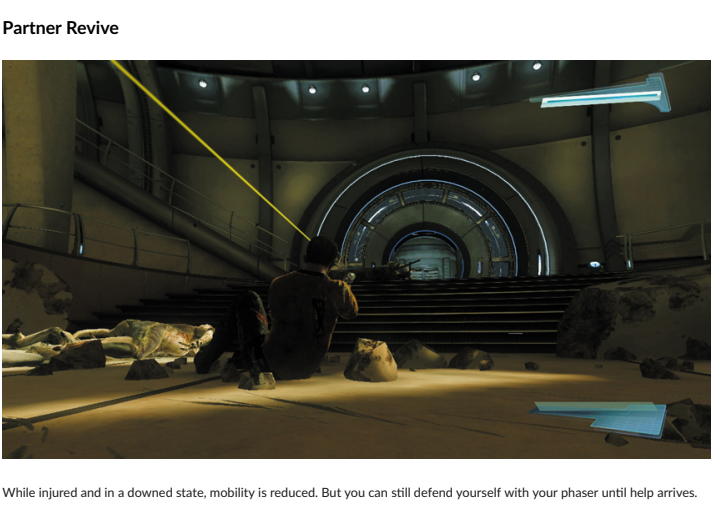


Keep an eye open for crates containing supplies. There are two types of crates: Starfleet and Gorn. Starfleet crates usually contain a single Stun Grenade while Gorn Crates often contain one Plasma Grenade. But there are instances when crates also contain a weapon. Crates can be opened by standing next to them and pressing the button shown on-screen. Alternatively, crates can be opened remotely with your tricorder.

Co-Op Interactions

Star Trek has been designed from the ground up as a two-player experience, so that you and a friend can take on the roles of Kirk and Spock in an original adventure. But even if you don't have a friend available to play through the whole game, both characters are present in the game at all times—the character you're not playing is controlled by AI. As a result, there are many sequences throughout the game that require cooperation from your partner, whether he is being played by a friend or the AI. Here are a few key examples where you'll need the help of your partner to proceed.

Partner Revive



While injured and in a downed state, mobility is reduced. But you can still defend yourself with your phaser until help arrives.

If your shields and health are completely depleted, you enter a downed state. While injured, your character sits on the ground and can only defend himself with his phaser. It's possible to make slight and very slow movements—try to inch your way behind cover if possible. While downed, you require the assistance of your partner to revive you. Before approaching your downed partner to revive him, make sure the area is safe. If you're both injured and enter a downed state, the game is over, and you must restart from the previous save checkpoint. So take your time eliminating any enemies nearby before attempting to revive your partner.

ASSISTANCE REQUIRED
Kirk needs you to heal him
Gorn Brute

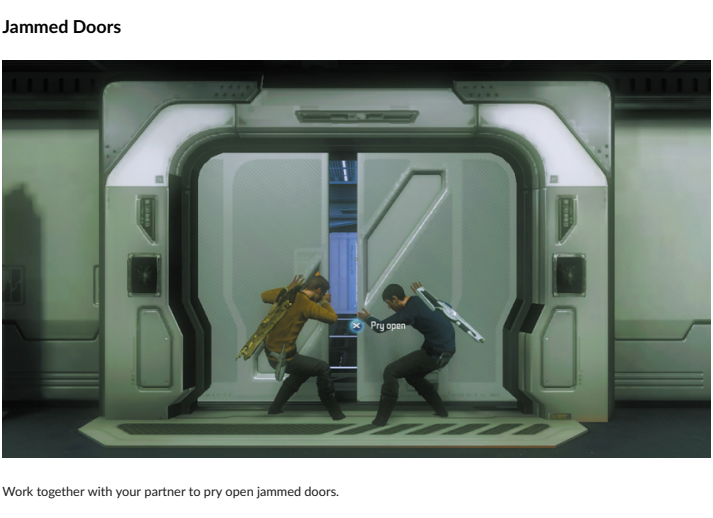
If your partner is injured during a boss battle, attempt a quick revive, but only when the enemy is far away.

Once the area is clear of threats, stand next to your downed partner and press the button shown on-screen to start reviving him. Once the revival process has begun, a circular interface appears in the center of the HUD and you must complete a minigame. A meter on the perimeter of the circle begins filling in a clockwise fashion. As the meter fills, press the button shown on-screen as the blue line hits three different points along the meter. With each success, the meter increases in speed, making it tougher to time the remaining button presses. But with each success, your partner gains more health. Even if you don't succeed, your partner will return to his feet, albeit with diminished health and shielding. But health and shielding recovers quickly on its own, as long as your partner stays out of danger.

Note

There are two achievements/trophies associated with the downed state. Before reviving your partner, or accepting a revival, try to earn both of them. For Down But Not Out, you must kill three enemies while in a downed state—ask your partner to hold off on healing you until you've scored three kills. To earn One Man Army, you must kill three enemies while your partner is in a downed state.

Jammed Doors



Work together with your partner to pry open jammed doors.

Occasionally you'll come to doors that are jammed shut. Working together, you can pry open these doors. Simply approach the jammed door and press the button shown on-screen to begin prying it open. During this sequence, rapidly press the button shown on-screen to force the door open and then you and your partner can pass through.

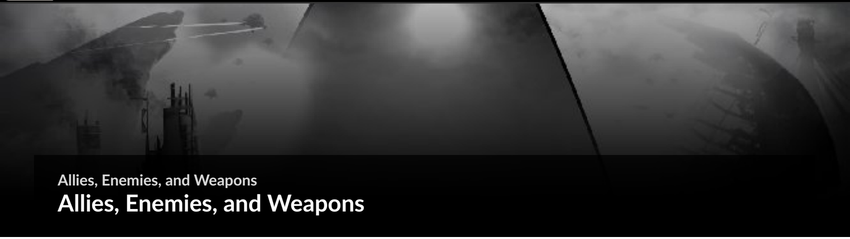
Partner Boost

Before boosting a partner into an overhead vent, open the vent's hatch using your tricorder.

There are certain ledges and hatches that are simply too high to reach by yourself. But by working together you can overcome most of these obstacles. Stand just below the ledge or hatch, and press the button shown on-screen to give your partner a boost. Upon reaching the ledge or hatch, your partner will then reach down and help you up. Sometimes it's difficult to tell where a partner boost is possible. But by using your tricorder, you can find these spots—just look for the holographic image of a crouching character, indicating that a boost is possible.

Co-Op Tactics

- Work together to stun and incapacitate enemies. While one partner holds back and stuns targets with his phaser, the other partner should rush forward and perform takedowns on the stunned enemies before they can recover. The partner charged with stunning enemies should consider installing the Cooling System upgrade for the phaser to allow for quicker follow-up stun shots without overheating.
- Diversify your weapons to have a mix of close and long range coverage. For example, while one partner carries a Starfleet Type III Rifle or Striker, the other should carry a Vulcan Pulse Cannon or Marauder. This gives your team excellent offensive performance at any range.
- During boss fights, lure enemies into chasing you while your partner holds back and focuses on attacking. As the boss shifts focus to your partner, reverse roles: You attack the enemy while your partner evades attacks.
- When fighting enemies who utilize cover, such as the Gorn Initiate or Gorn Warrior, pin them down with heavy fire while your partner flanks, preferably with a close-range weapon like the Marauder.
- Before grabbing a weapon from the floor, take inventory and ensure that your partner has an effective weapon. When you pick up the new weapon, you drop your previous weapon, and your partner can retrieve it from the ground.
- If you are playing the game solo, order your AI-controlled teammate to pick up different weapons to diversify your team's loadout. You can also purchase and install upgrades for your partner's phaser, thereby significantly improving his performance during firefights.
- If your partner is injured and in a downed state, take extra care to stay healthy and on your feet. If your health is depleted and you enter a downed state too, there's no way for the two of you to revive each other. You are forced to restart from the previous save checkpoint.



Allies, Enemies, and Weapons

Allies, Enemies, and Weapons

The universe isn't always a friendly place. In these circumstances, it's good to know a little bit about your friends and enemies. Before starting your adventure, take a moment to review the dossiers of the Enterprise crew, including the field notes on all weapons in the Federation arsenal. Profiles of all Gorn enemies are also included, offering descriptions and vital counter tactics necessary for defeating each ferocious unit, as well as tips for turning their own weapons against them.

Enterprise Crew

Commanded by Captain James T. Kirk, the crew of the U.S.S. Enterprise are young but experienced, thanks to their critical success in saving Earth from an attack by the Romulan Nero and his mining vessel, the Narada. Despite their successes, many in Starfleet still view the young Enterprise crew with skepticism and envy. But now the crew have a second chance to prove their worth as they approach a Vulcan space station that is emitting anomalous readings near the New Vulcan colony.

James T. Kirk

When avenging Romulan marauder Nero and his ship from the year 2387 emerged via a black-hole vortex, Kirk's father George, aboard the U.S.S. Kelvin as its first officer, gave his life in a suicide run so as to give cover to his ship's fleeing escape shuttles. His death was enough to split off an all-new altered timeline: One of the shuttles contained his wife Winona, who was going into labor amid the battle and delivered their son James Tiberius—now destined to grow up without his father's influence a troubled child.

In and around his native Riverside, Iowa, young Kirk frequently got into trouble with local authorities and was often at odds with his stepfather. His aptitude tests, however, revealed hidden talents, and brought him to the attention of Capt. Christopher Pike, stationed at nearby Riverside Shipyards for the Earth-bound phase of construction on this timeline's more massive Enterprise. When they met for the first time, Pike suggested that Kirk enter Starfleet Academy, following his father's heroic profile—even though Kirk, now 22, was already the age of most typical cadet graduates. Much to his own surprise, Kirk swallowed part of his ego, took Pike's challenge and graduated in 2258, finishing his course of study in just three years.

However, during the Academy's Kobayashi Maru scenario, intended as a test of a cadet's reaction to a "no-win" situation, Kirk altered the training program to beat it—because, like his martyred famous father, young Kirk said he didn't believe in "no-win scenarios." The disciplinary hearing that followed was Kirk's first introduction to Spock, the scenario's programmer. But the hearing was interrupted by the appearance of Nero's Narada once again. Despite being under disciplinary review, Kirk managed to get aboard the new Enterprise thanks to Leonard McCoy's faked medical emergency, leaving Kirk and Spock to butt heads repeatedly in Pike's absence after the captain was taken hostage. Spock even had Kirk ejected from the ship after the two broke into a brawl, leaving him at Delta Vega's lonely, ice-locked Starfleet base. Kirk's shocking, life-changing encounter there with the elder Spock, led him to see Spock in a new light.

Once reunited, Kirk and Spock took the improbable fight to Nero and prevailed, ending the Narada's reign of terror. By decree of Starfleet Order 28455 soon after, Kirk won a permanent field commission as captain of the Enterprise, despite his young age of 25.

Spock

Spock of Vulcan was already three years old at the time Romulan marauder Nero was thrown into the past and created an alternate reality, later causing the destruction of Spock's homeworld. Like the elder Spock, this Spock is a cultural hybrid, the son of the human Amanda Grayson and the Vulcan Sarek. Spock spent much of his early life feeling like an outsider. Although he was an excellent student, Spock was bullied by other Vulcans in his classes, who resented him because of his mixed blood.

Even so, Spock's school record was flawless and made him eligible for admission to the Vulcan Science Academy. But after realizing the latent racial bias against humans among the Vulcan Council who reviewed applications to the Academy, Spock declined admission and attended Starfleet Academy instead, eventually becoming one of Starfleet's most distinguished graduates. Spock programmed the Kobayashi Maru "no-win scenario" simulation for four years—and only James Kirk ever beat the test, which he accomplished by secretly reprogramming it.

Despite his short resume, the brilliant Lieutenant Spock was tapped at age 28 by Captain Christopher Pike as his first officer when Pike took command of the newly commissioned U.S.S. Enterprise. The rushed launching came in crisis response to another temporal appearance of Nero and his attack on Vulcan. Spock, who met Kirk in adversity over the simulator disciplinary hearing—actually had Kirk arrested and banished to the icy Delta Vega outpost for later pickup by Starfleet.

Shaken by the death of his mother, his planet, and indeed most of his species, Spock finally realized his emotional shock thanks to Kirk's prodding, and cited mental health reasons for going off active duty as the absent Pike's Acting Captain. But Spock is no stranger to acknowledging his emotions. He has carried on a romance with the human Nyota Uhura, also assigned to the Enterprise. Their relationship is hardly a secret, but the couple limit their displays of affection when surrounded by fellow crew members.

After helping subdue Nero, Spock is further affected by a bizarre yet reassuring visit from his time-travelled, much older doppelganger from the alternate universe, and he agrees to trust Kirk and remain serving with him.

Dr. Leonard "Bones" McCoy

In the alternate timeline caused by Nero and the Narada incursion, McCoy enlisted in Starfleet around the same time as Kirk;

he showed up on the shuttle for new recruits in 2255, the same day Kirk did. A bit older than the other cadets, McCoy was already a doctor and also a bit of a techno-hypochondriac. He claimed to suffer from "aviophobia"—the fear of dying in something that flies. McCoy is the reason for Nero's eventual defeat and the saving of Earth from his orbital mining drill—the young doctor, newly graduated from Starfleet Academy and assigned to Pike's Enterprise in 2258, was quick-witted and daring enough to create a medical ruse to get Kirk aboard despite his academic probation.

Spock, in command during Pike's absence, likewise named McCoy as Enterprise Chief Medical Officer after CMO Dr. Puri was killed on Deck 6 amid the damage from the Narada's very first torpedo hit. McCoy almost immediately began running a respectful "feud" with Spock—colored in part by Kirk's initial conflict with the Vulcan over Kirk's unauthorized alteration of the Kobayashi Maru training simulator.

McCoy claimed to have signed up for Starfleet because his ex-wife "took the whole damn planet in the divorce." All he has left are his "bones"—which, Kirk decides, is the perfect nickname for him.

Montgomery "Scotty" Scott

Montgomery “Scotty” Scott matured into a brilliant young engineer by 2258—so much so that he’d brazenly debated a Starfleet instructor on relativistic physics and how it pertained to subspace travel. The professor saw transporter beaming as limited to 100 miles. Scott theorized instead a limit of adjacent planets—but his unauthorized experiment to test it led to the loss of Admiral Archer’s prized beagle.

Scott was “rewarded” for that act by being stationed at a small automated Starfleet outpost on ice-planet Delta Vega with only fellow engineer Keenser. Upon the unscheduled arrival of young James T. Kirk and the elder Spock, the elderly Vulcan informed Scotty that he will one day discover the theory of transwarp beaming—and showed him how to do it so that Kirk can get back to the Enterprise and the Nero crisis.

Once aboard the Enterprise, having joined Kirk in that historic first at-warp beam-in, Scott was appointed to fill the vacancy left by Chief Engineer Olson’s death. Within hours he also accomplished another first—a beam-in of two disparate targets onto the same transporter pad—and saved the ship from the black hole devouring the Narada by ejecting and detonating the Enterprise’s Warp Core to create a titanic counter-push.

Nyota Uhura

Nyota Uhura is an expert in xenolinguistics, the study of alien languages, morphology, phonology, and syntax. As one of Spock's top students from Starfleet Academy, Uhura is gifted with exceptional aural sensitivity and, per Spock, possesses "an unparalleled ability to identify sonic anomalies in subspace transmission tests." But that's just the public Uhura. In private, she spends a lot of close personal time with Spock.

Hikaru Sulu

Lieutenant Hikaru Sulu is the acting helmsman for the newly commissioned starship Enterprise. Reportedly an excellent pilot, Sulu was awarded the position at the last minute, replacing the assigned Helmsman McKenna after McKenna contracted a case of lungworm. After an embarrassing start, Sulu quickly settled into the new helm and proved instrumental during the Nero crisis. Sulu said he was trained in advanced hand-to-hand combat, but later informed Kirk that his training was actually in fencing.

Pavel Chekov

Ensign Pavel Chekov is the navigator for the Enterprise and the youngest crew member, having graduated from Starfleet Academy at an early age. He knows so much about the operations of the ship (including the ship's transporters) that Captain Pike initially referred to him as a "Russian whiz kid." Chekov actively monitors the ship's sensors and is also tuned in to incoming transmissions.

Federation Weapons

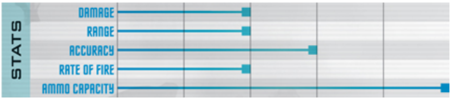
Throughout your adventure you'll encounter a variety of Starfleet and Federation weapons. Each weapon has a primary and secondary fire function to offer greater versatility for confronting a variety of situations. Unlike the Gorn weapons, some of the Federation weapons have non-lethal stun functionality perfect for temporarily paralyzing enemies to make them vulnerable to takedown melee attacks. While non-lethal tactics are preferred, the Federation arsenal also offers plenty of lethal options as well.

Captain's Phaser

First Available: Helios-1

Primary Fire: Semi-auto kill shot

Secondary Fire: Stun shot



Scotty's Analysis

Ooh, fancy. This is a one-of-a-kind phaser created specifically for one Captain James Tiberius Kirk by his loyal Chief Engineer, who would be me. I took a standard-issue Starfleet phaser and basically made it better in every way: improved accuracy, faster reload, less recoil, quicker phase shift between stun and kill mode. I gave it all sorts of nifty projectile enhancements and added a bio-signature lock that ensures that only the Captain can use it. I'm still waiting on my special commendation.

Field Notes

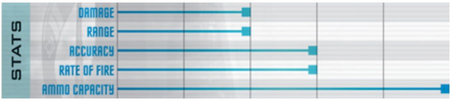
Always carried by Captain Kirk, this modified Starfleet phaser's kill and stun settings give it lethal and non-lethal capabilities, which is ideal when confronting infected Federation personnel. Always keep it equipped when operating in areas where infected personnel are present—if you want to earn non-lethal commendations, the weapon's stun setting is critical. The weapon is best deployed at close range, where it is most accurate, particularly if you carefully aim at your target. But go easy on the trigger and keep an eye on the weapon gauge in the bottom right corner of the HUD. Although the phaser doesn't consume ammo, it can overheat when fired rapidly. Once overheated, it takes a few seconds for the weapon to cool down before it can be fired again. But if you fire the weapon at a slow, steady pace, you can avoid these cooldown sequences.

Vulcan Repeater

First Available: Helios-1

Primary Fire: Two-round burst kill shots

Secondary Fire: Stun shot



Scotty’s Analysis

The quintessential Vulcan weapon. Efficient, no bells and whistles, optimized for non-lethal takedowns, but as deadly as can be when the situation calls for it. Much like Commander Spock, come to think of it.

Field Notes

Despite its unique name and appearance, Spock’s Vulcan Repeater performs similarly to the Captain’s phaser, complete with kill and stun settings. The major difference is its kill setting. Instead of firing one shot per trigger pull, this weapon fires two-round bursts. This makes it very effective when taking down enemies, but it also has a greater tendency overheat, particularly when fired rapidly. So always keep an eye on the weapon gauge and lay off the trigger before the weapon overheats to prevent a lengthy and inconvenient cooldown phase. But the Vulcan Repeater is best deployed as a stun weapon, perfect for temporarily stunning enemies prior to performing a melee takedown.

Tip

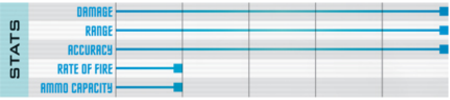
If phaser overheating is a problem, consider installing the Cooling System upgrade. This upgrade allows for an immediate cooldown after firing.

Starfleet Type III Rifle

First Available: New Vulcan

Primary Fire: High-powered single kill shot

Secondary Fire: Triple-kill shot



Scotty's Analysis

No touching this one without advanced combat training. It takes the DNA of the standard phaser and gives it an evolutionary bump. Not for friendly non-lethal encounters. This one means business.

Field Notes

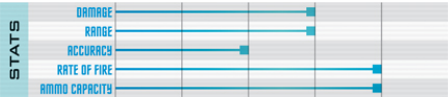
This is essentially Starfleet's version of a sniper rifle capable of killing most enemies with a single shot. Aiming the weapon brings up a highly magnified scope view that is ideal for targeting enemies at long range. However, engaging targets at close range can be problematic, particularly when confronting fast-moving enemies—rely on the white dot reticle in the center of the HUD to aim at enemies nearby instead of acquiring targets through the scope. The weapon can hold only five rounds of ammo before it must be reloaded, and there's a significant delay between each shot. The secondary fire function fires a three-round burst that helps guarantee a hit due to its tight spread pattern. Given the weapon's slow rate of fire and limited ammo capacity, the Starfleet Type III Rifle is best reserved for long range engagements—switch to your phaser when engaging enemies at close range.

Vulcan Pulse Cannon

First Available: New Vulcan

Primary Fire: Full-auto fire pulses

Secondary Fire: Wide-range knockdown stun burst



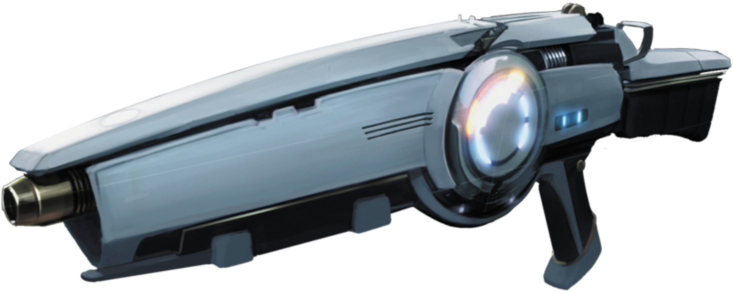
Scotty's Analysis

Unlike the Vulcan Repeater, this Cannon's got a bit more edge to it. It was developed by Vulcan engineers after the destruction of their homeworld by Nero, and it shows. Less emphasis on quiet resolution, more focus on getting the job done as quickly as possible regardless of what stands in the way.

Field Notes

The Vulcan Pulse Cannon performs like a fully automatic assault rifle, so it is the perfect choice for engaging large numbers of hostile units. The primary fire function unleashes a torrent of automatic pulses for as long as you hold down the trigger. However, the weapon exhibits significant recoil when fired, so fire in short bursts to maintain a hint of accuracy. The secondary fire function launches a stun burst that's capable of stunning tight groups of enemies. This is ideal when confronting infected Federation personnel—stun a group then rush in and perform melee takedowns before they can recover. Outside of the phasers, the Vulcan Pulse Cannon is the only weapon with a non-lethal secondary function, so it is an excellent choice when operating in areas with a mix of Gorn and infected Federation enemies.

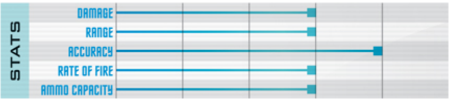
Starfleet Phaser Rifle



First Available: Frontier Starbase

Primary Fire: 3-round burst fire

Secondary Fire: Deflector shield



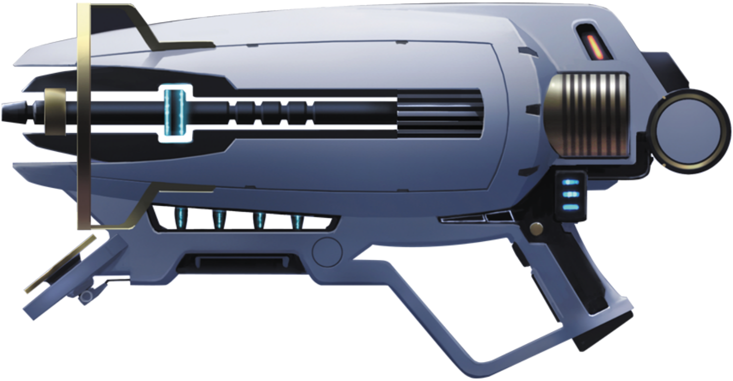
Scotty's Analysis

Standard-issue Starfleet rifle. The big brother of the phaser, equipped with a dilithium-enhanced deflector shield. Higher magazine capacity and longer range than the phaser pistol, but not quite as stealthy. When you use one, they'll know you're coming.

Field Notes

The Starfleet Phaser Rifle is a well balanced weapon that offers decent damage output and accuracy. Unlike the Vulcan Pulse Cannon, this weapon fires a three-round burst, which helps maintain accuracy with each pull of the trigger. The weapon's secondary fire function deploys a deflector shield in front of the operator that blocks incoming fire when no cover is available—but you must be facing the threat, as the shield does not protect your flanks. While the deflector shield is deployed, it eats up ammo at a steady rate, so keep an eye on the ammo gauge in the bottom right corner of the HUD. Furthermore, the weapon cannot be fired when the shield is active. So when confronting enemies at close range, deploy the shield and wait for them to stop firing or reload before returning fire.

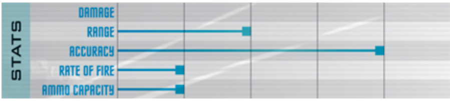
Engineer Transport Tool (ETT)



First Available: Frontier Starbase

Primary Fire: Transport

Secondary Fire: Tag for transport



Scotty’s Analysis

I’m very proud of this one. Think of it as a transporter for your pocket. You can send small objects short distances just like beaming them from a transporter pad. I’ve not finished tests on organic material yet, so be careful. Still, quite a breakthrough. And thus the name Scott joins Newton and Einstein in the pantheon.

Field Notes

Technically, the ETT isn’t a weapon at all. Instead, it’s a handheld device used to transport cargo and personnel over short distances. Start by tagging a suitable target for transport by using the secondary fire function. Next, aim at a designated transporter pad and use the primary fire function to beam the tagged object over to the pad. The ETT has very limited range; you must be within a few meters of a transporter pad to initiate the transport. In a pinch, the ETT can be used to transport enemies to other locations, but they will incur no damage during the process. Still, this can be a clever way to beam infected Federation personnel out of your way.

Stun Grenade

First Available: New Vulcan

Scotty's Analysis

Good for taking care of groups of unfriendly natives when you don't have time to stun them one by one.

Field Notes

This hand-thrown grenade emits a wide stun blast upon contact with any solid surface; it temporarily stuns all enemies within its large blast radius. This is handy for stunning enemies who are hiding behind cover and preventing you from getting a clear shot with your phaser. It is also the preferred weapon when confronting large groups of infected Federation personnel—toss the grenade at a group, then rush in to perform takedowns before they all recover. It is also effective in lethal engagements to stun multiple Gorn enemies—while they're stunned, maneuver to flank or simply gun them down with the weapon of your choice. Stun grenades are often found in crates in Federation facilities.

The Gorn

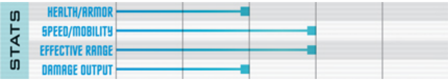
The Gorn are a mysterious reptilian race from a distant galaxy, far beyond explored Federation space. By harnessing desired genetic traits from their conquered foes, the Gorn have customized their species to excel in combat through extensive genetic engineering. Gorn society is highly militaristic with a strict hierarchy that optimizes efficiency during offensive operations. Furthermore, each Gorn soldier is genetically designed to perform a specific task. Having conquered many planets in their own galaxy and enslaving their inhabitants, the Gorn now set their sights on Federation territory after emerging from a rip in space time.

Common Gorn Enemies

Gorn Initiate

First Encounter: New Vulcan

Weapon: Ravager, Plasma Grenade



The Gorn Initiate is the weakest of all Gorn soldier types but is extremely loyal and willing to do anything for the greater good of the Gorn race. He has low health but moves quickly, which makes him a tough target to hit as he moves between cover.

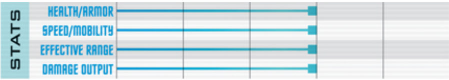
Counter Tactics

Despite their foot soldier status within the Gorn hierarchy, Gorn Initiates aren't dumb. When attacked, they seek cover, which often makes them difficult to hit during firefights. For best results, wait until they peek out of cover before taking a shot. Gorn Initiates are also vulnerable when moving from one piece of cover to the next. Just be patient, and don't underestimate their effectiveness, particularly when facing multiple Gorn Initiates.

Gorn Warrior

First Encounter: Frontier Starbase

Weapon: Pillager, Arc Driver, Plasma Grenade

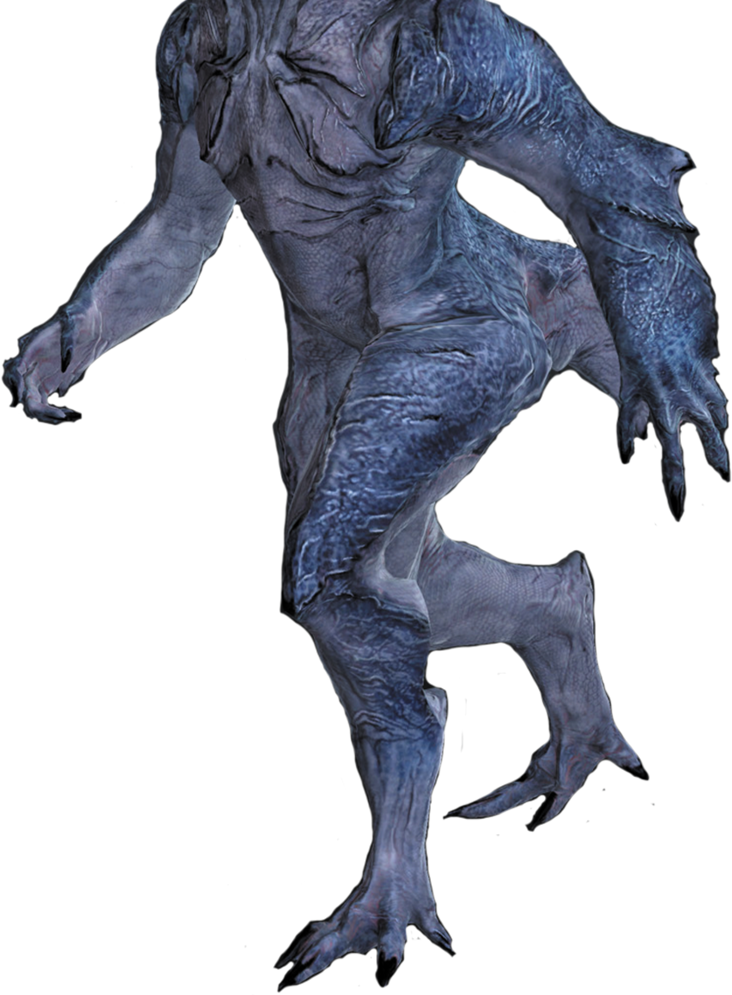


The Gorn Warrior is the next evolution step above the Gorn Initiate, but still closely resembles a wild beast when in combat. Equipped with basic armor, the genetically enhanced Warrior is intelligent enough to operate weaponry such as the Pillager and the Arc Driver.

Counter Tactics

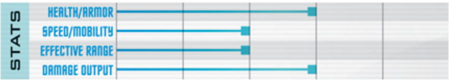
In combat, Gorn Warriors perform much like the Gorn Initiates. However, instead of hunkering down behind cover and attacking from a distance, Gorn Warriors are more likely to take the fight to close range, where their Pillager and Arc Driver weapons are most effective. But like the Gorn Initiate, these enemies don't carelessly charge into incoming fire. They methodically advance from one piece of cover to the next, working their way closer to their enemy—watch out for flanking maneuvers.

Gorn Enforcer



First Encounter: Frontier Starbase

Weapon: Marauder



The Gorn Enforcer is much slower than the other soldiers, but has more health. The Enforcer's attacks inflict heavy damage. When attacking, the Enforcers throws smoke grenades out in front of his position to cover his movements as he tries to get in close to players for maximum damage with his Gorn version of a shotgun, the Marauder. The Enforcer is relentless and able to flush its enemies out of cover no matter where they hide. The Enforcer is more evolved than the Initiate and Warrior, and spends more time standing upright on his hind legs. He still has a tendency to slouch while moving, but he's upright when unaware of enemies and his attacks are made from an upright stance.

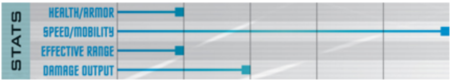
Counter Tactics

When possible, avoid direct confrontations with Gorn Enforcers. Instead, look for ways to sneak past them or take them out without being detected. A phaser's stun setting has very little effect on this enemy, stunning him for only a second or two. But you can still perform a takedown on these blue beasts by sneaking up behind them. When engaged in a firefight against a Gorn Enforcer, always stay behind cover and keep your distance. The Gorn Enforcer rushes forward, through their smoke screen, and charges directly at the enemy while firing their Marauder—Gorn Enforcers never seek cover. Retreat as necessary to stay away from the Marauder's shotgun-like blasts and launched grenades. For best results, focus all fire on Gorn Enforcers and kill them before they get too close for comfort.

Gorn Rusher

First Encounter: Frontier Starbase

Weapon: None



The Gorn Rusher is the least evolved of the Gorn. They don't use weapons and move on all fours, which means they are very fast and agile. Rushers charge directly at enemies, leap into the air, and drag them to the ground to bite and claw them to death. Gorn Rushers are weak and can't withstand much damage before being killed.

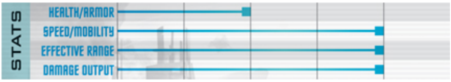
Counter Tactics

The Gorn Rusher is one of the most terrifying Gorn enemies. This is ravenous predator is extremely fast and capable of pouncing onto its prey and pinning them to the ground. If you're pinned by a Rusher, ask for assistance from your partner while rapidly pressing the "Resist" button shown on-screen. Despite their speed and ferocious nature, Gorn Rushers are relatively easy to kill, assuming you can hit them. The Gorn Marauder is well suited for dealing with these enemies, given its close-quarters effectiveness and damage output.

Gorn Tech

First Encounter: Frontier Starbase

Weapon: Railer



The Gorn Tech has the unique ability to teleport short distances during battle while also deploying an Attack Drone to aid in the fight. The Tech carries a lethal weapon, the Gorn Railer, that can shoot through cover.

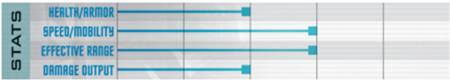
Counter Tactics

Unlike many of their counterparts, Gorn Techs are not frontline troops. Instead, they're often found conducting work near consoles deep within Gorn-controlled territory. However, don't underestimate these enemies during combat. If you've been detected, the Gorn Tech will immediately conjure at least one Attack Drone to assist in hunting you down. Their Railer is a high-powered energy weapon capable of penetrating cover, which means you are vulnerable wherever you're hiding. While Gorn Techs usually don't seek cover themselves, they're capable of teleporting to new locations, often to flank you. For best results, stun them to prevent them from teleporting or attacking, then either perform a takedown or shoot them with your weapon of choice while they're stunned. Better yet, sneak up behind them and perform a takedown before they even detect you.

Gorn Observer

First Encounter: Frontier Starbase

Weapon: Ravager



The Gorn Observer is a weak enemy that is easily killed, but she isn't the real threat here. If the Observer detects an enemy, she will call in Gorn reinforcements who transport into the encounter to fight for her. She may be weak, but she's still a very lethal threat.

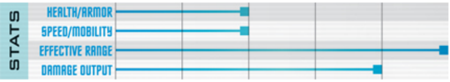
Counter Tactics

Gorn Observers are identifiable by their red and white markings—take extra caution when encountering these enemies. If you're detected, the Observer will immediately request reinforcements, causing up to four Gorn Initiates or Warriors to instantly teleport into the area and make your bad situation even worse. In combat, the Gorn Observer performs much like the Gorn Initiate, attacking with a Ravager from behind cover. But the real threat comes from the reinforcements that may have teleported into the area to establish flanking positions. Therefore it's best to stay out of sight, slipping past Gorn Observers entirely, or eliminating them without raising an alert—stun them with your phaser, then take them down before they can recover.

Gorn Scout

First Encounter: Gorn Planet

Weapon: Striker



Scouts are the long-range specialist; their Strikers do massive damage when a round connects with its target. Scouts do not take cover, but have two unique abilities that are key to their success as the silent killers of the Gorn army: Scouts can walk on walls and can camouflage themselves so they blend in with their background.

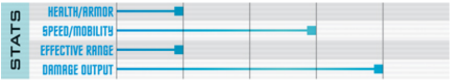
Counter Tactics

These chameleonlike creatures are invisible to the naked eye; you must use your tricorder to detect them. Once detected with the tricorder, Gorn Scouts remain visible for a few seconds before blending back into the surrounding terrain. Armed with a sniper rifle-type of weapon called the Striker, the Gorn Scout is the perfect sentry and assassin that excels in long-range combat. These enemies are always found clinging to the sides of cliffs and scurrying about on vertical faces to set up their next shot. Therefore, always stay behind cover when encountering these threats. The Starfleet Type III Rifle or the Scout's own Striker are the best options for taking out these enemies. Wait for them to stop moving, then use the weapon's magnified aim view before taking a shot. All it takes is one hit from either of these weapons to kill a Gorn Scout. But you're exposed to incoming fire while peeking out of cover to aim. So track their movements and set up your shot before taking aim—don't try to find targets through the zoomed-in view.

Gorpion

First Encounter: Gorn Planet

Weapon: Proximity-Triggered Explosive

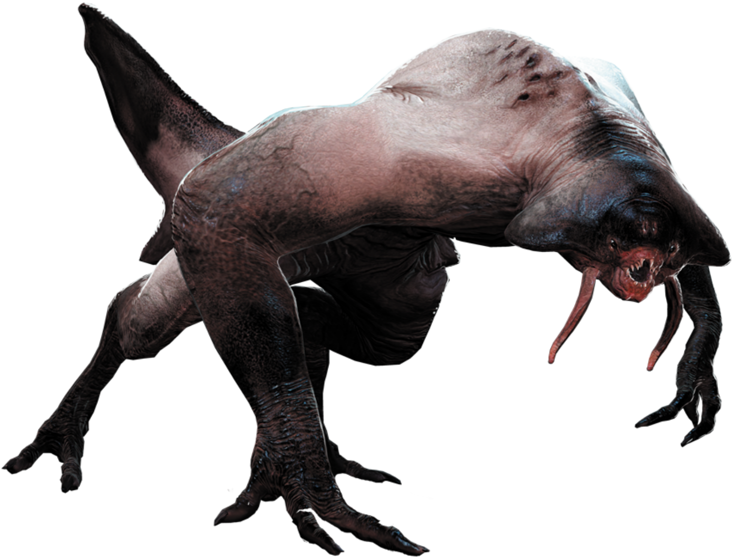


These are small, fast, weak quadrupeds that run toward their enemies and damage them on impact with an explosion. They can run along walls or ceilings, and usually emerge from mound nests that they guard with their lives.

Counter Tactics

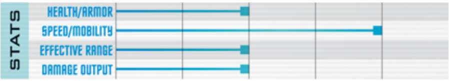
The Gorpion is an insect-like creature found exclusively on the Gorn Planet. These fiercely territorial creatures charge directly at their enemies and explode. All it takes is one hit from any weapon to detonate these enemies. However, their quick speed and tendency to attack in swarms makes these creatures very dangerous—detonating one Gorpion within a group can set off a chain reaction, causing nearby Gorpions to explode like a string of firecrackers. To stem nonstop attacks by Gorpions, locate their nest and destroy it. Gorpion nests can be found on cave floors, walls, and ceilings, and each nest produces an endless supply of Gorpions. Destroying these nests is the only way to stop Gorpion attacks once and for all.

Gorn Dog



First Encounter: Gorn Planet

Weapon: Quills



The Gorn Dog is the angry “pit bull” of the Gorn. It has a leaping charge attack, and quills that it uses to fire at its enemy.

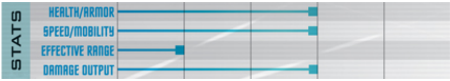
Counter Tactics

The Gorn Dog is a species native to the Gorn Planet, but it has been genetically engineered to make it more aggressive. Like Gorn Rushers, it’s best to engage these enemies at long range before they can get close enough to attack—the Starfleet Type III Rifle or Striker are ideal for taking down these creatures long before you’ve been detected. But if you’ve been detected, Gorn Dogs charge at you in small packs. While they primarily rely on a charging attack to inflict damage, these enemies can also perform a range attack by firing quills at short range. To avoid falling victim to either attack, keep moving and shooting until all Gorn Dogs have been eliminated.

Gorn Guardian

First Encounter: Gorn Planet

Weapon: Energy Axe



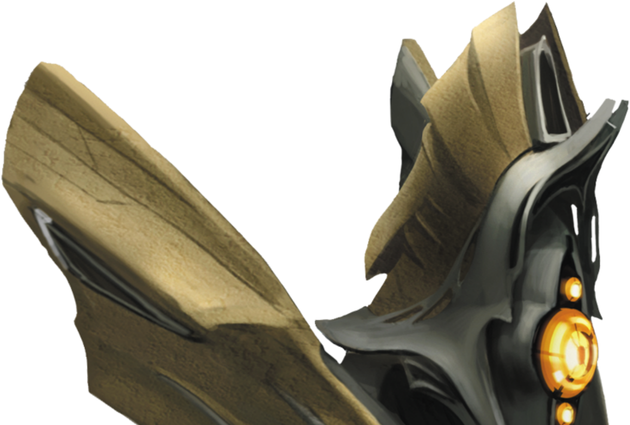
The Gorn Guardian is considered the “royal guard” of the Gorn and is essentially a melee-based enemy that carries a large energy axe to deal medium damage with a swiping attack. He is equivalent to the Warrior in health, but also has the ability to generate a shield from his energy axe. The Guardian is more evolved than the Initiate and Warrior; he spends more time standing upright on his hind legs. He still has a tendency to slouch down while moving, but he’s upright when unaware of enemies and his attacks are made from an upright stance.

Counter Tactics

The Gorn Guardian is similar in size and behavior to the Gorn Enforcer, and he relentlessly charges forward while attacking. The enemy’s energy axe is equipped with a directional shield that prevents the Gorn Guardian from taking frontal damage. However, the shield does not protect his back. So while the Gorn Guardian pursues you, your partner can shoot him in the back. The Guardian also lowers his shield immediately following a swiping attack with his axe, which leaves him vulnerable for a few seconds. But it’s best to avoid a confrontation with these enemies altogether. Like the Gorn Enforcer, your phaser’s stun setting has little effect on the Guardian. However, it will stun him for a couple of seconds. So if you must confront one of these enemies, shoot him in the back with your phaser’s stun setting, then immediately rush up behind him and perform a takedown. If you simply try to sneak up behind him, he will turn around and attack before you’re within melee range—so you must stun him first.

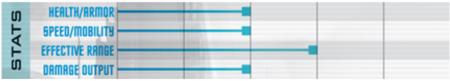
Drones

Attack Drone



First Encounter: Frontier Starbase

Weapon: Integrated Beam Weapon

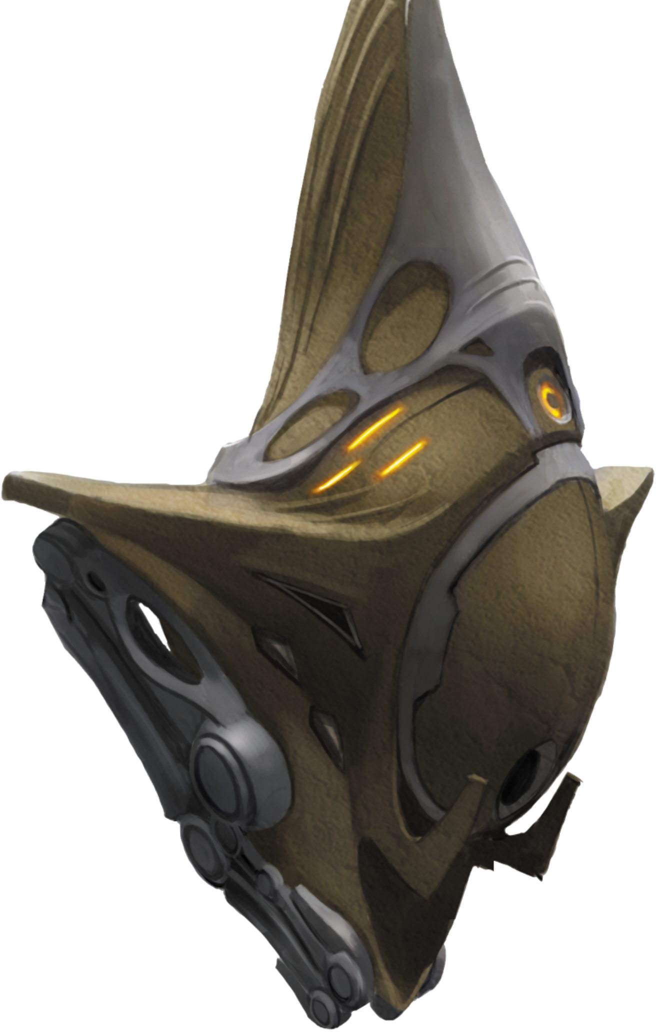


The Attack Drone has a medium-range beam weapon that increases in damage the longer it targets an enemy. Attack Drones are often deployed by Gorn Techs, using their Railer.

Counter Tactics

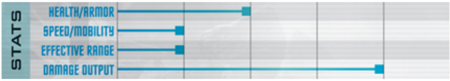
Attack Drones are conjured by the Gorn Techs' Railer weapon. However, these drones are also deployed independently, and serve as sentries in sensitive locations. Attack Drones can fly at various altitudes, so they can easily detect enemies on the ground. When a target is detected, the drone commences its attack and fires a concentrated energy beam—stay behind cover to avoid contact with this yellow beam. Instead of destroying Attack Drones, stun them with your phaser, then hack them with your tricorder. A hacked Attack Drone will then fight for you, following you and attacking your enemies. They usually don't last long in a fire fight, but serve as a force multiplier—at the very least, a hacked Attack Drone draws fire away from you and your partner.

Exploding Drone



First Encounter: Volatile Cargo

Weapon: Proximity-Triggered Explosive

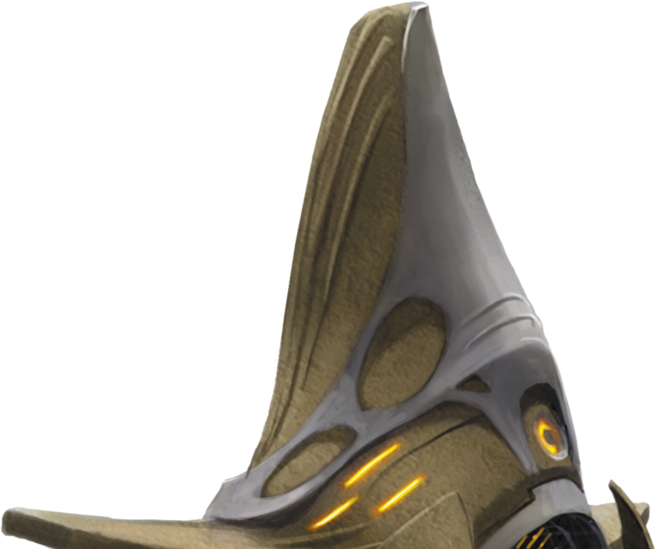


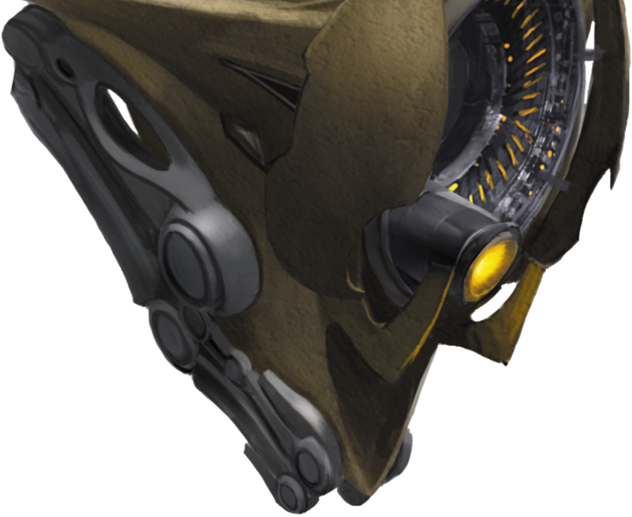
This red, glowing drone automatically tracks and pursues enemies, then detonates at close range, inflicting heavy damage over a wide blast radius.

Counter Tactics

Exploding Drones operate similarly to their Attack Drone counterparts. But instead of being armed with a beam weapon, Exploding Drones are packed with a high-explosive compound that is detonated when in close proximity of a hostile target. Therefore, avoid close contact with these drones. Destroy them before they get too close. Don’t stand your ground as an Exploding Drone approaches you—dive out of the way before it explodes in your face. Alternately, you can stun and hack these drones, making them turn on their Gorn creators—a hacked Exploding Drone will fly toward the nearest enemy and detonate.

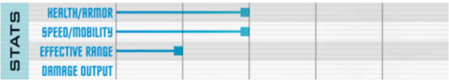
Defense Drone





First Encounter: Gorn Planet

Weapon: None



The Defense Drone deploys near an enemy and proceeds to charge up shields around it. Once full, the Defense Drone moves on to find another enemy to shield. While not a direct threat, Defense Drones can make an easy encounter extremely difficult, as they make each enemy much harder to kill.

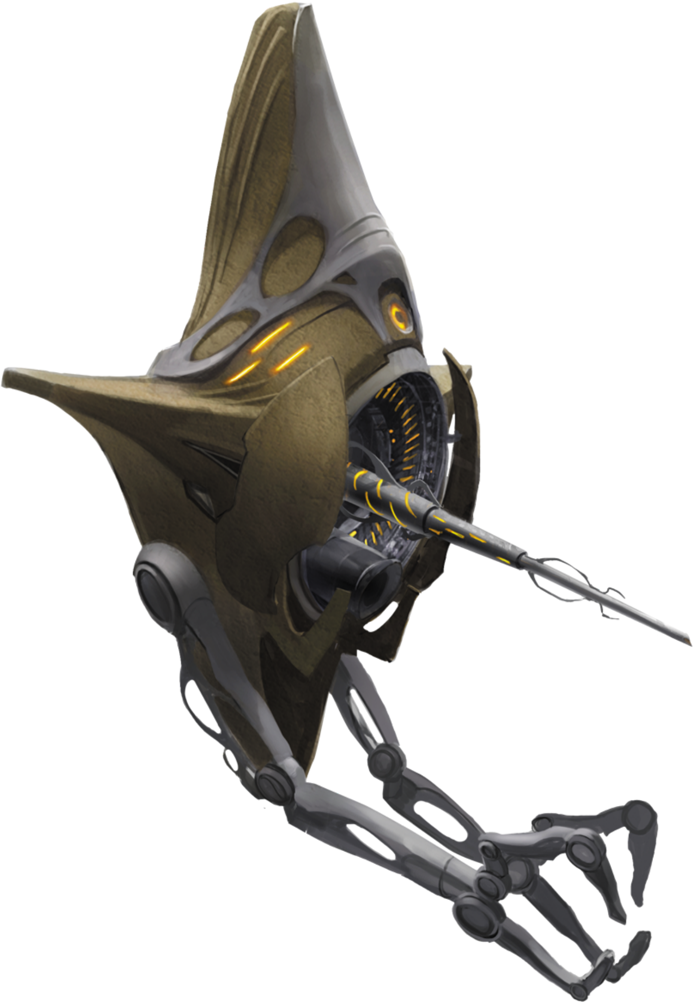
Counter Tactics

These blue-colored drones look similar to Attack Drones but are not equipped with a weapon. But just because they can't shoot back, don't take these drones lightly. Their ability to charge your enemy's shields during a firefight makes them extremely dangerous. Furthermore, if they detect you, they will raise an alert. For best results, stun Defense Drones with your phaser, then hack them with your tricorder. The Defense Drone will then follow you, constantly charging your shields as well as those of your partner. Having a Defense Drone on your side can make all the difference in a chaotic firefight.

Note

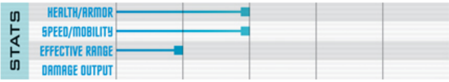
Like other enemies, all drones must be destroyed before they can be scanned with the tricorder to retrieve their research data entry.

Infection Drone



First Encounter: Frontier Starbase

Weapon: Venom-filled Syringe



Truly the most terrifying drone type, the Infection Drone can be used to turn humanoids into mindless killing machines. Throughout your adventure you will encounter Vulcans, humans and others than have become infected due to this drone's venom.

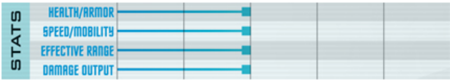
Counter Tactics

The Infection Drone is seen only in cinematics and never confronted directly. So you don't need to worry about taking out these drones.

Infected Enemies

First Encounter: New Vulcan

Weapon: Mixed Melee and Ranged Weapons



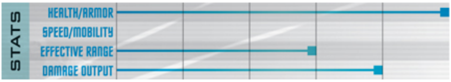
The Gorn use Infection Drones to inject their enemies with a mind-altering venom, turning your allies into enemies. Infected victims exhibit a variety of visible symptoms, including glowing eyes and yellow scar tissue on their skin—yellow stains may also coat their clothing. Infected enemies carry a variety of weapons ranging from melee implements to Vulcan Pulse Cannons and Starfleet Phaser Rifles. When possible, it's best to stun these infected enemies and incapacitate them with a takedown, particularly if you want to earn non-lethal commendations. Once a vaccine has been synthesized, infected enemies can be cured of the infection and return to normal.

Gorn Security

Gorn Turret

First Encounter: Frontier Starbase

Weapon: Automatic Energy-based Weapon



The Gorn often deploy these stationary automated turrets at critical choke points to preventing enemies from accessing sensitive areas. When in scan mode, these turrets emit three green beams, indicating the direction they're facing as they pan. If an enemy crosses within its field of view, the turret opens fire, relentlessly tracking and shooting at its target.

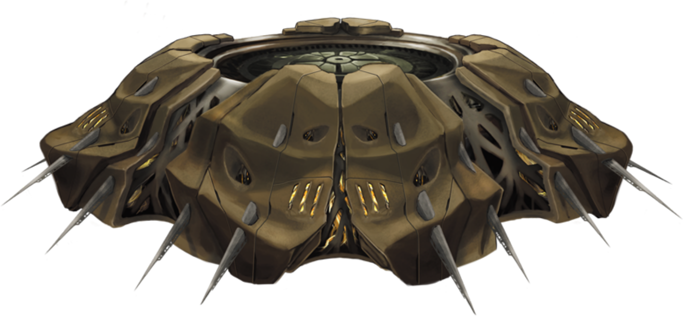
Counter Tactics

Turrets are best avoided when possible—you don't want to get in a firefight with these things. Turrets are extremely durable, capable of withstanding heavy punishment from the most powerful weapons available. While turrets can be destroyed, you put yourself and your partner at great risk when attempting to take out these lethal sentries. But all turrets can be bypassed by hacking their control station, which causes the turrets to engage Gorn targets instead. Using your tricorder, locate a turret's control station by following a wire from the turret to the station—control stations are often positioned behind the turret to prevent enemies from tampering with them.

Caution

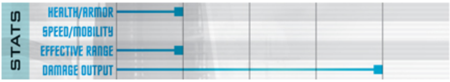
If a hacked turret opens fire on enemies, it may cause the Gorn to raise an alert and make you fail a stealth-based commendation.

Mine



First Encounter: Frontier Starbase

Weapon: Proximity-Triggered Explosive

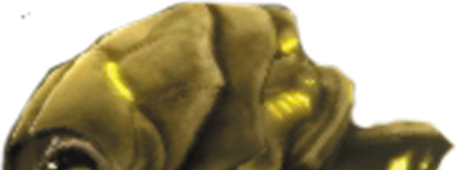


Like turrets, mines are often placed in highly sensitive locations defended by the Gorn to prevent unwanted intrusions. Mines are often placed on the ground, but can also be attached to walls and ceilings. Detonation of mines is proximity-based. As you approach a mine, it emits a beeping sound shortly before it explodes.

Counter Tactics

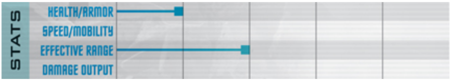
Mines can be hacked to explode when Gorn enemies approach—bypass their programming using your tricorder. Alternately, they can be destroyed by simply shooting them. Once you've bypassed a mine, use the tricorder's sound decoy upgrade to lure enemies toward it. This is a great way to dispatch enemies without provoking an attack. Furthermore, an exploding mine will not cause an alert, making this tactic ideal when you are attempting to earn a stealth-based commendation.

Security Camera



First Encounter: Gorn Planet

Weapon: None



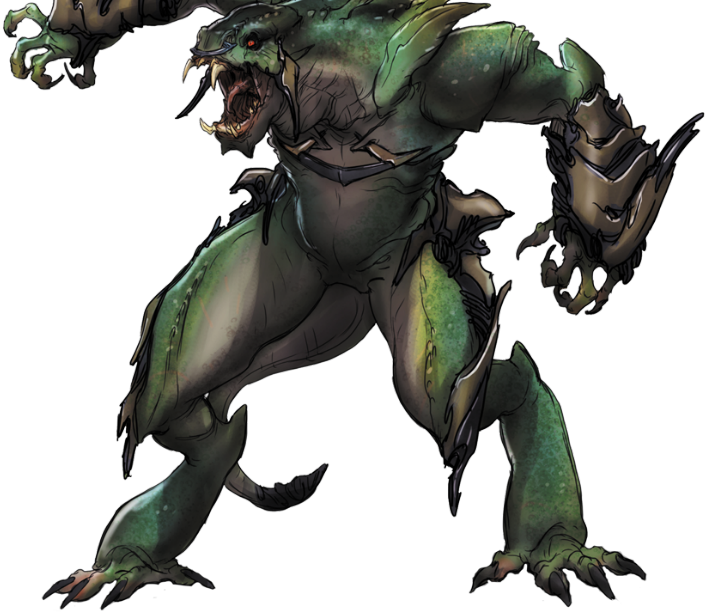
The Gorn rely on security cameras to keep a watchful eye on sensitive areas. These devices are usually attached to walls and above doorways. Security cameras perform continuous lateral pans while emitting a green spotlight on the ground—if you step into the green light, you will be detected and the alarm will sound and reinforcements will arrive.

Counter Tactics

All security cameras are attached to a small wall-mounted console that can be hacked to disable the device. This is the preferred method for dealing with these cameras. You can also circumvent them by simply avoiding the green light they emit by carefully timing your movements or utilizing cover to avoid detection.

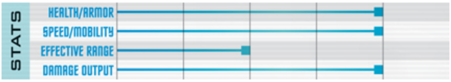
Advanced Gorn Enemies

Gorn Brute



First Encounter: New Vulcan

Weapon: Energy Cells (thrown)

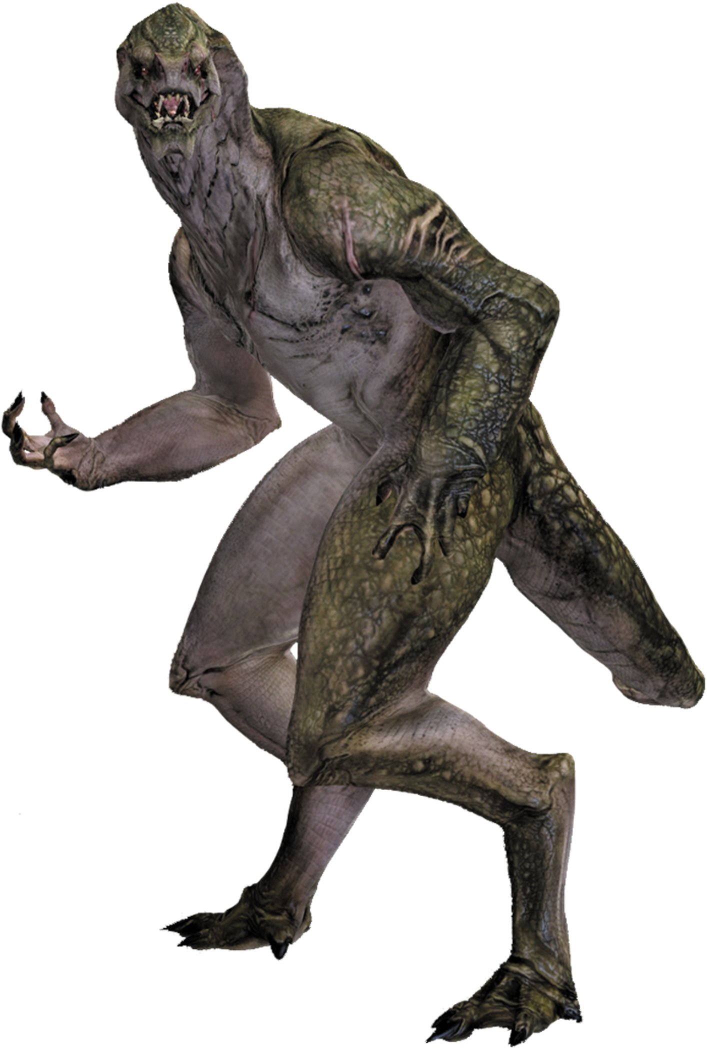


The Brute is one of the fiercest, most dangerous Gorn in close quarters. Big and heavily armored, they aren't evolved enough to use weapons, relying instead on their claws and using charging attacks to devastate their enemies. Brutes charge through cover, destroying it and sending anyone behind that cover flying backward. The Brute has a large amount of health and is most heavily armored in the front.

Counter Tactics

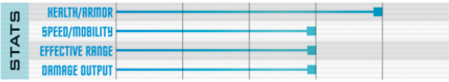
Like with all melee-based enemies, don't bother seeking cover when confronting a Gorn Brute. It's better to stay mobile so you can dive out of the way when this enemy charges. On occasion, the Gorn Brute stops his charging attacks and retrieves energy cells from nearby containers. Shoot the energy cells while the Gorn Brute is still holding them to cause them to explode in his face and inflict heavy damage. If you're not fast enough, the Gorn Brute will hurl the energy cell in your direction, forcing you to evade the object and its large blast radius. When you're not shooting energy cells out of his hands, keep shooting the Gorn Brute with your weapon of choice to slowly deplete his health.

Gorn Lieutenant



First Encounter: New Vulcan

Weapon: Pillager



The Gorn Lieutenant is one of the main antagonists in the game. He is first encountered on New Vulcan and is the Gorn that steals the Helios Device. Second in command of this particular Gorn Armada, the Lieutenant leads squads of Initiates and Warriors and takes orders directly from the Gorn Commander. The Lieutenant's weapon of choice is the Pillager, but his real danger is his ability to cloak.

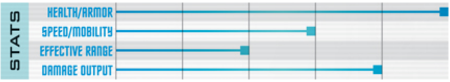
Counter Tactics

Before you can even attack the Gorn Lieutenant, you must deactivate his cloaking device—otherwise he's invisible and cannot be hit. Once Scotty has upgraded your tricorder, it can be used to temporarily disable the Gorn Lieutenant's cloaking device. Alternatively, activating the Enterprise's fire suppression system can temporarily reveal this enemy. Once visible, the Gorn Lieutenant takes damage like any other enemy. But stay behind cover while attacking to avoid getting hit by incoming fire from his Pillager. As the Gorn Lieutenant disappears, disable his cloaking device again and resume your attack.

Gorn Champion

First Encounter: Gorn Planet

Weapon: Boulders (thrown)



An 8-foot mutated Gorn, the Gorn Champion is an homage to the Gorn featured in "The Arena" episode from The Original Series. In the episode, Kirk faced this enemy in a one-on-one duel. The Champion makes his only appearance in a boss battle that takes place in the Trials on the Gorn Planet. The Champion is bigger and burlier than the average Gorn due to his rare birth defects. This enemy largely performs charge and melee attacks, but can also hurl large rocks great distances.

Counter Tactics

During the single encounter with the Gorn Champion, he performs much like the Gorn Brute. His attacks primarily consist of charges, and you must dive out of the way to avoid being trampled. He also throws large boulders at you, giving you more objects to evade. The Gorn Champion is resistant to all standard weapon attacks. It's not until Kirk and Spock modify their weapons to fire Plasma Grenades that the Gorn Champion begins taking damage. Hammer the Gorn Champion relentlessly with Plasma Grenades until his health is fully depleted.

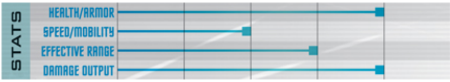
Tip

When playing as Kirk, get close enough to the Gorn Champion so he performs a bear hug melee attack. This can be countered by simply hammering the "Resist" button shown on-screen. The Arena achievement/trophy is awarded when the Gorn Champion performs this attack on Kirk.

Gorn Sentinel

First Encounter: Gorn Mothership

Weapon: Arc Driver



The Sentinel is one of the largest Gorn in the race. He uses the Arc Driver as his main weapon. An arc of electricity will jump between targets if close enough, making the Gorn Sentinel devastating to groups of enemies.

Counter Tactics

As long as you're well armed, the Gorn Sentinel isn't as tough as he looks. But it's important to keep your distance and stay behind cover to avoid attacks by the enemy's Arc Driver. Explosive weapons are most effective against the Gorn Sentinel. While hiding behind cover, toss Plasma Grenades directly at the enemy, so that they attach to his body. Or simply hit him a few times with the Arc Driver's secondary fire function and launch rocket-like explosives at him. After he sustains only a few direct hits from Plasma Grenades or the Arc Driver's secondary fire function, nothing will be left of the Gorn Sentinel.

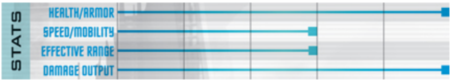
Tip

If you want to scan the Gorn Sentinel's body, don't kill him with explosives—otherwise there will be nothing left to scan. Instead, weaken him with explosives, then finish him off with standard weapon fire.

Gorn Commander

First Encounter: Frontier Starbase

Weapon: Arc Driver



The Gorn Commander is the leader of the Gorn Armada encountered during the adventure. While the Gorn Commander makes appearances in cinematics throughout the campaign, Kirk and Spock don't confront him until they reach the Gorn Mothership. Armed with an Arc Driver and protected by thick reptilian skin, the Gorn Commander is a formidable opponent that requires skill, persistence, and teamwork to defeat.

Counter Tactics

In the final boss fight aboard the Gorn Mothership, make sure you enter the battle armed with an Arc Driver of your own. The Arc Driver is the most effective weapon against this enemy, as it slowly depletes the Commander's health over time. But don't attack too aggressively—be ready to avoid the Commander's attacks. The Commander's Arc Driver has a slightly different secondary fire function—launching multiple explosive grenade-like munitions. To avoid getting hit by these grenades, rush forward, toward the Gorn Commander to escape their large blast radius. The Commander constantly teleports throughout the room, similar to Gorn Techs, to gain an advantageous position. So instead of seeking cover, stay on the move, attacking, evading, and replenishing ammo for your Arc Driver from nearby Energy Stations.

Gorn Weapons

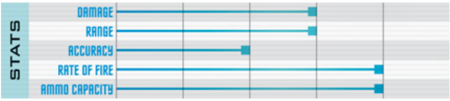
Gorn soldiers are issued a variety weapons created with organic and technological components—Scotty theorizes that the weapons appear to be grown rather than manufactured. While these bizarre alien weapons differ in appearance and function, they're all designed to inflict as much damage as possible. Although created for the Gorn, these weapons can be operated by humans and Vulcans. Though Scotty is uncertain what the long-term effects of operating them may be, given biological nature of the weapons.

Ravager

First Available: New Vulcan

Primary Fire: Fully-automatic plasma shots

Secondary Fire: Knockdown stun



Scotty’s Analysis

A nasty projectile weapon used by what I’m calling the “Initiate” class of Gorn soldiers. The knockdown secondary fire should be effective against a wider range of enemies than phasers normally are.

Field Notes

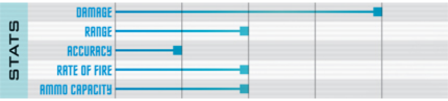
The Ravager is the most common Gorn weapon, carried by Gorn Initiates and Gorn Observers. Given its widespread availability, you should be familiar with its operation. The Ravager functions much like the Vulcan Pulse Cannon, firing plasma shots at a high rate through its primary fire function. Like its Vulcan counterpart, the Ravager exhibits significant recoil when firing automatically. The secondary fire function emits a non-lethal knockdown stun that is capable of knocking an enemy off their feet. With its mix of lethal and non-lethal fire options, the Ravager is a good choice to use when confronting a mix of infected enemies as well as the Gorn.

Marauder

First Available: Frontier Starbase

Primary Fire: Semi-automatic spread fire shot

Secondary Fire: Knockdown grenade



Scotty’s Analysis

A particularly brutal weapon intended for close-range mayhem, not unlike the shotgun used in Earth’s history.

Field Notes

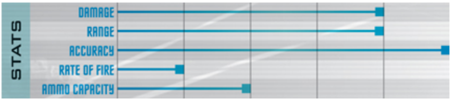
Carried exclusively by the Gorn Enforcer, the Marauder is a devastating close-quarter shotgun-like weapon designed for frontal assaults. The weapon inflicts extreme damage at close range, but due to its spread pattern is less effective (and less accurate) at ranges beyond 10 meters. This makes it best for engaging enemies like the Gorn Rusher, Gorpions, Gorn Dogs, and Enforcers that prefer to attack at close range. The secondary fire function is a grenade launcher that fires a knockdown grenade. This grenade inflicts only moderate damage, but is capable of knocking multiple enemies off their feet, and gives you a chance to move in to close range for the kill. While the Marauder is a fearsome close-quarter weapon, its limited ammo capacity and long reload times make it somewhat cumbersome to operate during intense firefights.

Railer

First Available: Frontier Starbase

Primary Fire: High-powered charge shot

Secondary Fire: Drone transport beacon



Scotty’s Analysis

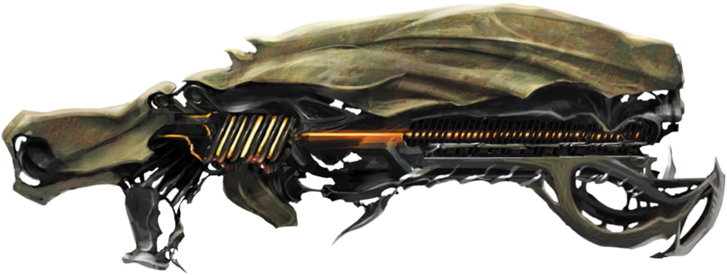
A high-powered charge weapon that can penetrate thin walls and hit multiple targets at once. This is evidence that the Gorn are not simple brutes, but possess a technological aptitude that allows them to develop weapons that rival Starfleet’s in their sophistication.

Field Notes

The Railer is the preferred weapon of Gorn Techs—do your best to dispatch these enemies without being detected because the

Railer is a truly viscous, precision weapon capable of penetrating cover. When firing this weapon, hold down the trigger to build a charge while aiming at your target. Once a charge is built, release the trigger to fire. The weapon fires a thin, but intense energy beam—pinpoint accuracy is required to hit your target. The beam can pass through cover as well as multiple enemies, making it possible to score multiple kills with one shot. However, while charging a shot, you're exposed to incoming fire. To help draw fire away from you, use the weapon's secondary fire function to conjure an Attack Drone to fight alongside you. The Attack Drone will automatically engage enemies in the area, helping to distract enemies while you charge a shot. Admittedly, the Railer has a steep learning curve, but once you get the hang of it, it's a very formidable weapon.

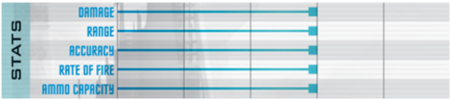
Pillager



First Available: Frontier Starbase

Primary Fire: Fully-automatic projectiles

Secondary Fire: Spread shot



Scotty's Analysis

A ballistic weapon stolen from an enslaved race and used by various Gorn Warrior classes. I shudder to think what they would do if they get their hands on Starfleet weapons. So let's ensure that they don't.

Field Notes

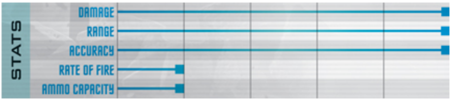
Carried by the Gorn Warrior and Gorn Lieutenant, the Pillager performs like a mix between the Ravager and Marauder, combining the full-auto characteristics of an assault rifle with the close-quarter power of a shotgun. As a result, this is one of the most versatile weapons available and ideal for engagements at any range. The primary fire function operates the assault rifle portion, firing a steady stream of projectiles fed from a 50-round magazine. Meanwhile, the secondary fire function operates the shotgun-like feature—each pull of the trigger here consumes five rounds of ammo, but the close-quarter damage output is well worth it. The Pillager isn't as common as the Ravager, but it's worth seeking out, particularly if you intend to fight your way through enemy-controlled areas as opposed to sneaking through.

Striker

First Available: Gorn Planet

Primary Fire: Single-shot, high-velocity, high-damage projectile

Secondary Fire: Knockdown shot



Scotty’s Analysis

The Gorn equivalent of a sniper rifle. As much as the Gorn seem to prefer dispatching their enemies at close range, this weapon is evidence that they’ll use whatever means necessary to eliminate opposition.

Field Notes

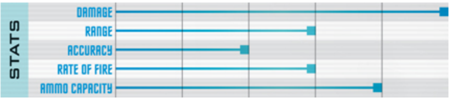
The Striker is a high-powered sniper rifle-type weapon carried exclusively by the Gorn Scout. The weapon functions similarly to the Starfleet Type III Rifle, complete with a magnified zoom that is accessible when aiming. The weapon holds only four rounds of ammo per magazine, so it requires frequent reloads during large-scale engagements. But each shot consumes only one round, whether firing the primary kill or secondary knockdown functions. The secondary knockdown shot is a non-lethal option; it simply knocks the targeted enemy off their feet. This is useful when engaging fast-moving enemies—hit them with a knockdown shot, then follow up with a kill shot before they can get back on their feet. Due to the weapon’s low rate of fire and limited ammo capacity, this is purely a long-range weapon—look for a different weapon if you’re taking the fight to intermediate or close range.

Arc Driver

First Available: Gorn Planet

Primary Fire: Focused beam of energy

Secondary Fire: Missile



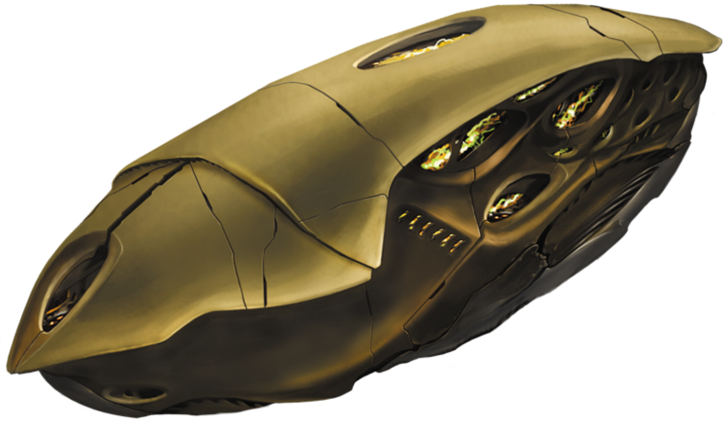
Scotty’s Analysis

A ranged energy weapon of considerable destructive power. If you see one coming, looking for cover should become your priority. I can almost respect the ingenuity that went into this one. Almost.

Field Notes

The Arc Driver is the most destructive weapon in the Gorn arsenal and is deployed by Gorn Warriors, Gorn Sentinels, as well as the Gorn Commander himself. When the primary fire function is activated, the weapon emits a powerful yellow beam of energy. Keep holding down the trigger to continue firing the beam—think of this weapon like an energy-based flamethrower. While the arc of energy inflicts damage to your target, the arc can also jump to nearby enemies. This makes the weapon very effective against groups. Even more devastating is the weapon’s secondary fire function, which launches a high-explosive missile with a very large blast radius—almost all enemies caught in the missile’s blast radius are vaporized. But each missile fired consumes one full 300-round magazine of ammo, which requires frequent and lengthy reload sequences. While the Arc Driver has enormous damage output, it’s far from a precision weapon. It’s best deployed at close to intermediate range against enemies that are exposed. This makes it most suitable for boss fights, such as when you’re fighting the Gorn Commander.

Plasma Grenade



First Available: Frontier Starbase

Scotty’s Analysis

Standard grenade used by the Gorn for maximum carnage. It has the ability to stick to any surface, including you, so be ready to peel it off and throw it back. Preferably in the direction it came from.

Field Notes

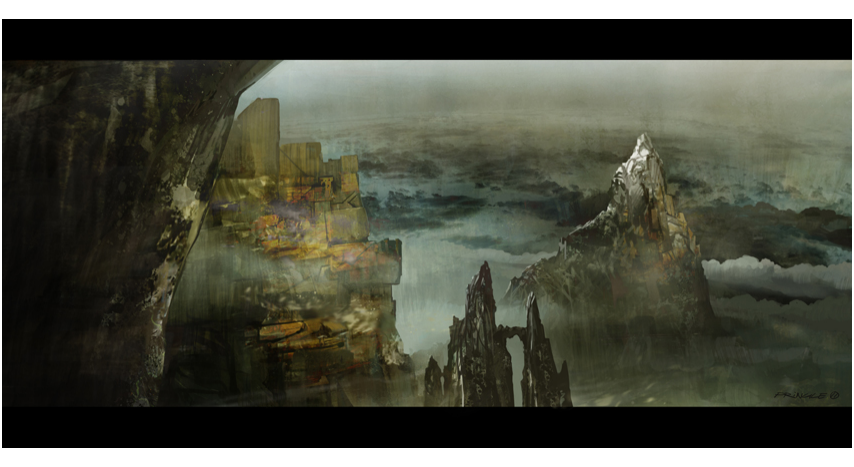
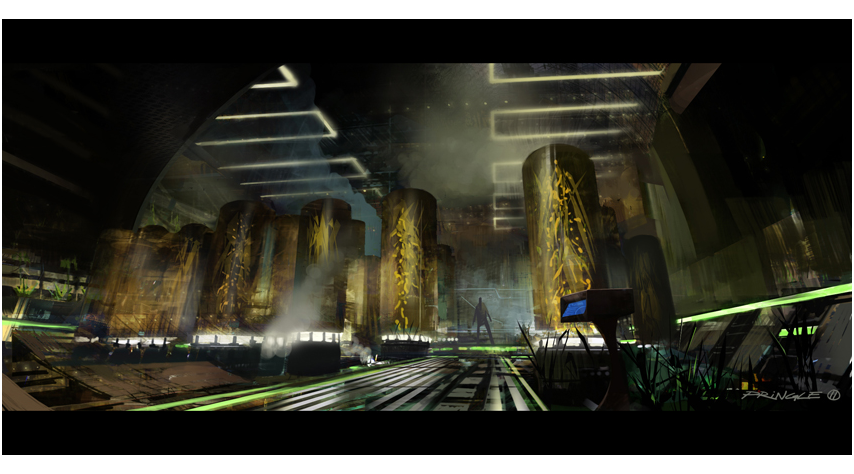
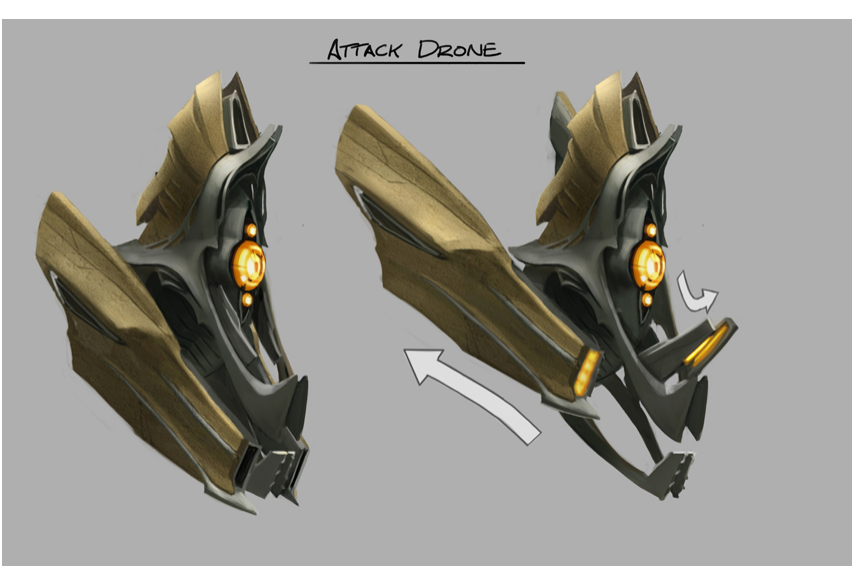
While the Plasma Grenade is thrown the same way as Stun Grenade, all similarities end there. Designed by the Gorn to inflict maximum damage, the Stun Grenade is extremely lethal. The weapon utilizes a time-delay fuse and detonates a few seconds after it is thrown. Upon making contact, the grenade sticks to the surface of any object, including enemies, before eventually exploding. So instead of throwing these grenades near an enemy, try to throw them directly at an enemy to ensure maximum damage—this is very effective when engaging large-scale advanced enemies like the Gorn Brute or the Gorn Sentinel. Plasma Grenades are quite plentiful in Gorn-controlled installations. Look for them within Gorn crates or near the bodies of fallen foes. You can carry a maximum of two Plasma Grenades.

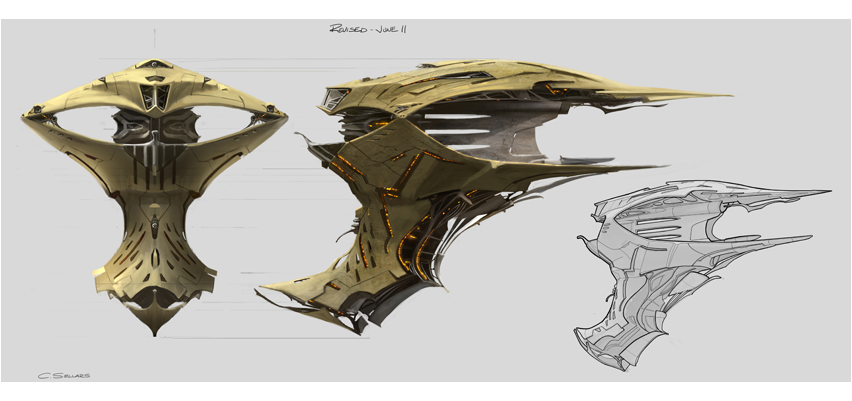
Caution

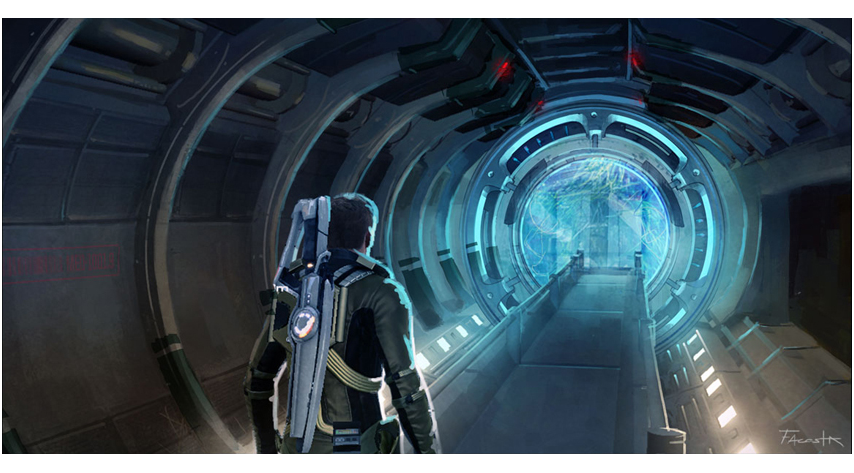
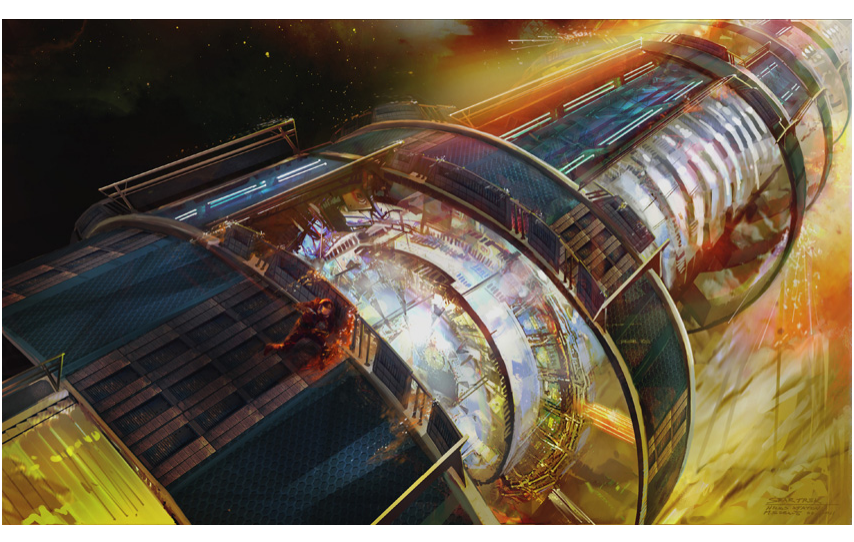
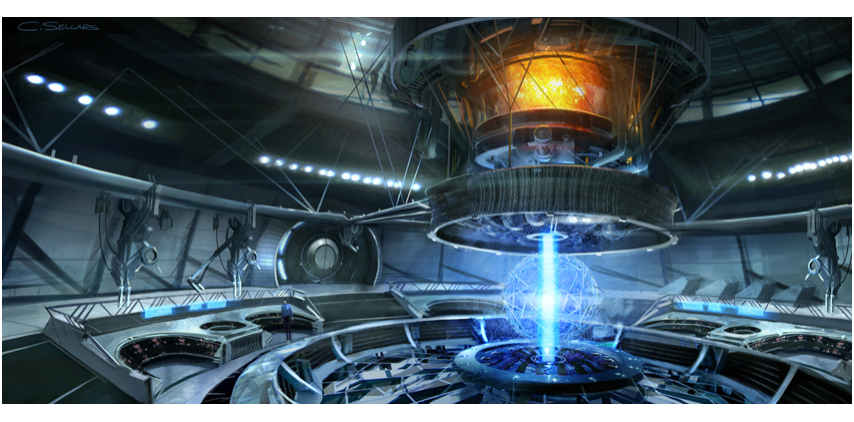
Incoming Plasma Grenades appear as white icons on the HUD. If you see one of these icons, immediately move away from it before the grenade explodes.

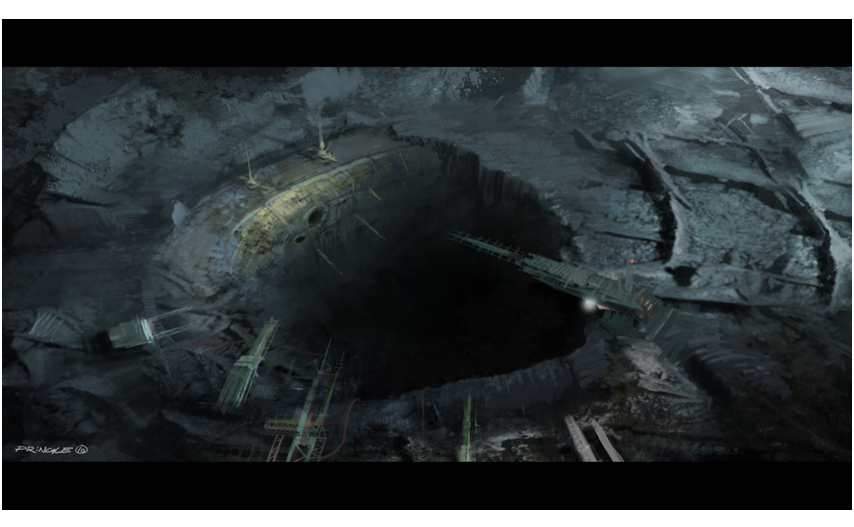
Behind the Scenes

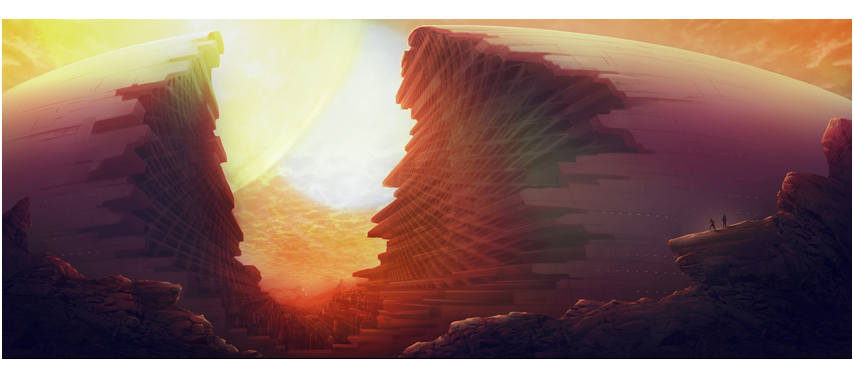
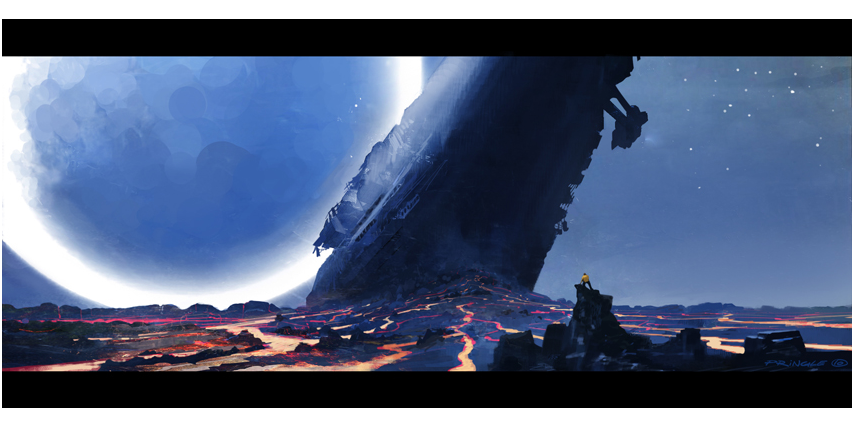
Behind the Scenes




Attack Drone

GORN BRUTE
STAR TREK


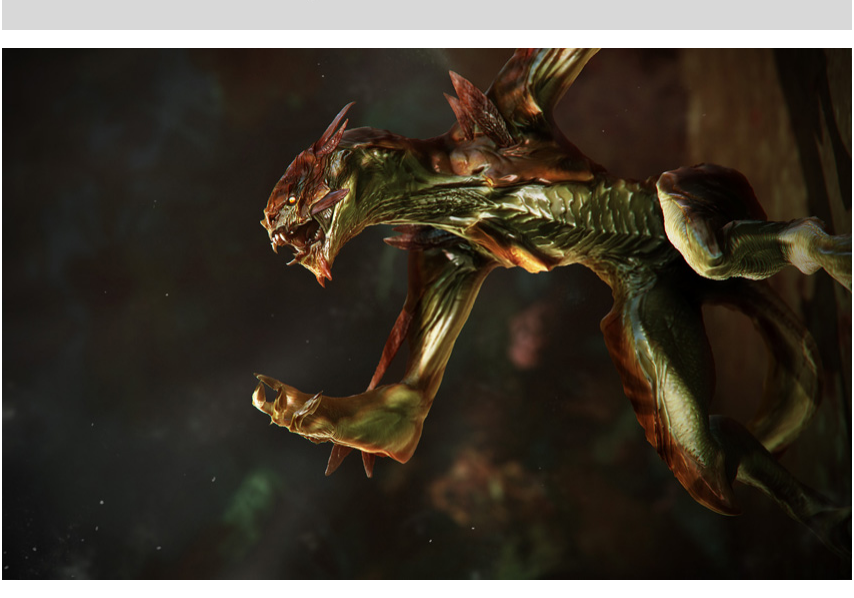






GORN ENFORCER
STAR TREK

Attack Ship

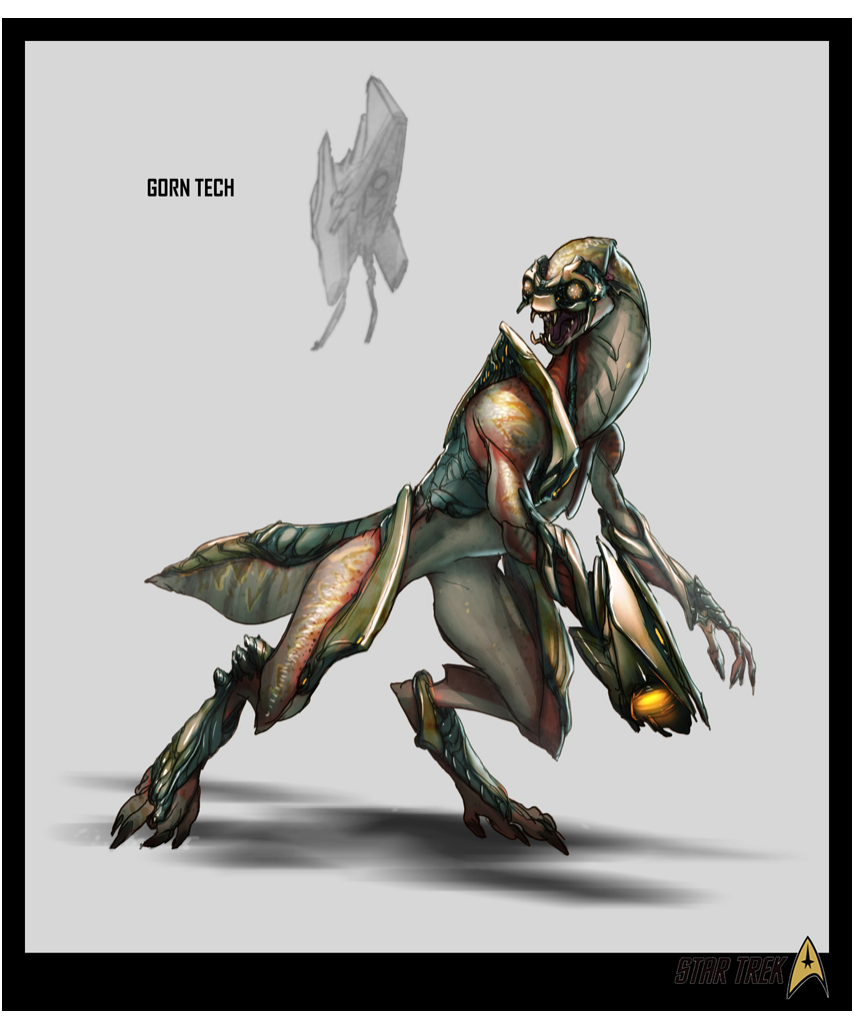
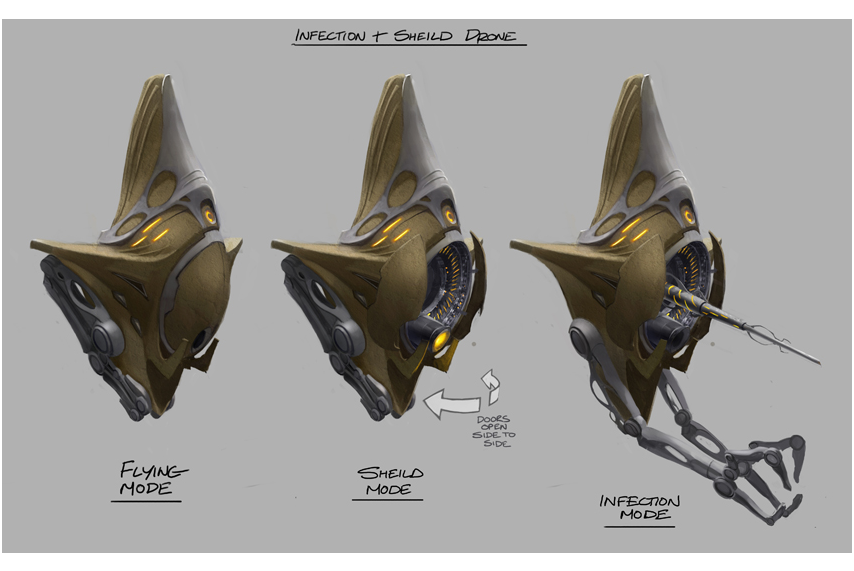
GORN RUSHER CONCEPT


GORN GUARDIAN
STAR TREK

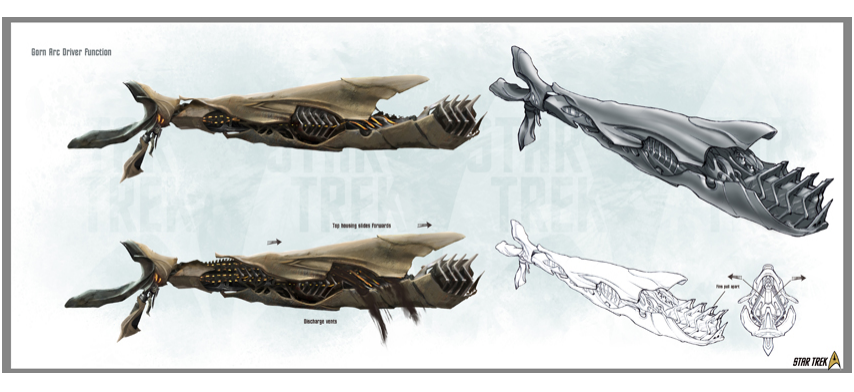
GORN HENCHMAN
STAR TREK

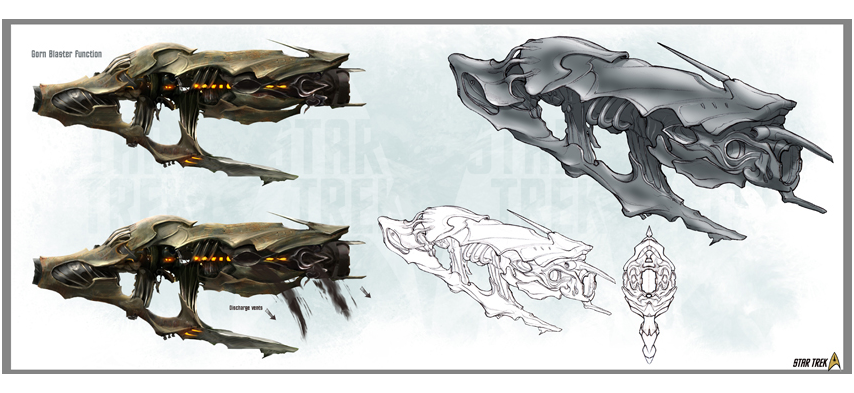
GORN OBSERVER
STAR TREK

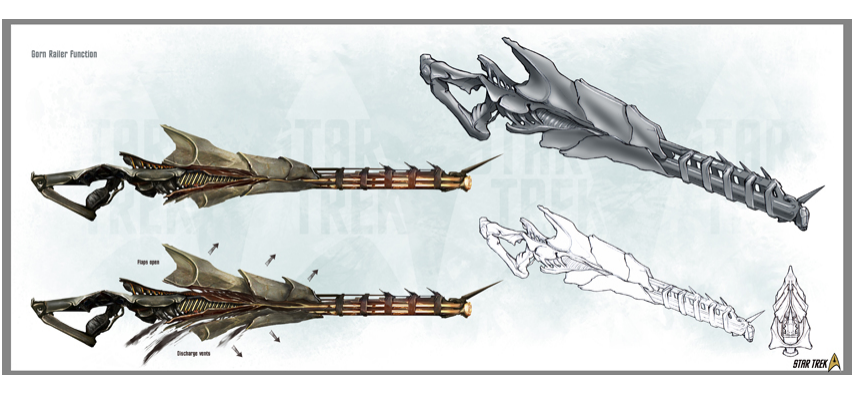
GORN PRIEST
STAR TREK

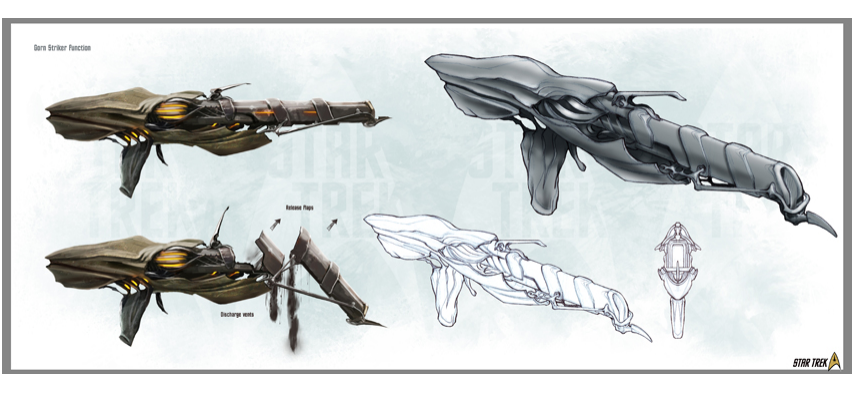
GORN SCOUT
STAR TREK

GORN TECH
STAR TREK

Infection + Shield Drone
Flying mode
Shield mode
Infection mode

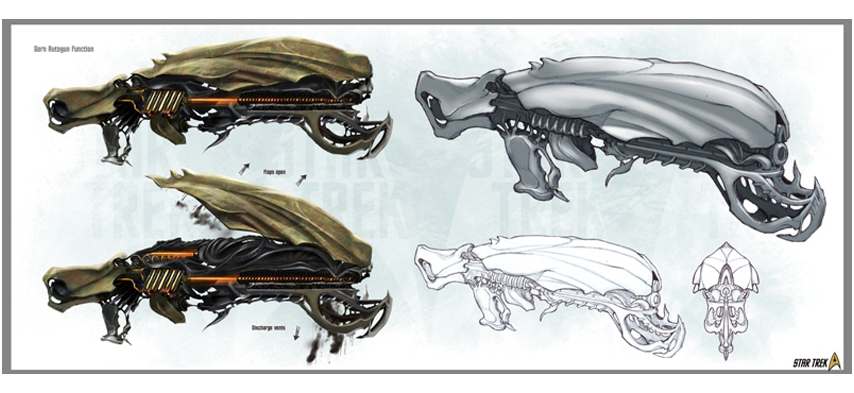
Gorn Frigate
STAR TREK

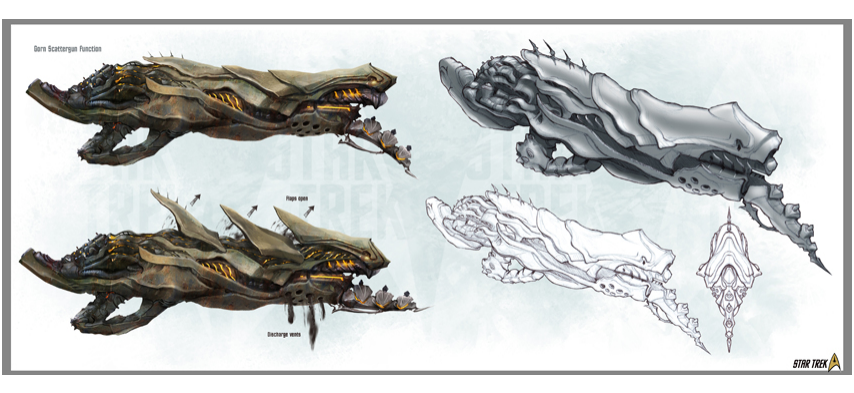
Gorn Resin Mine
Top view
STAR TREK


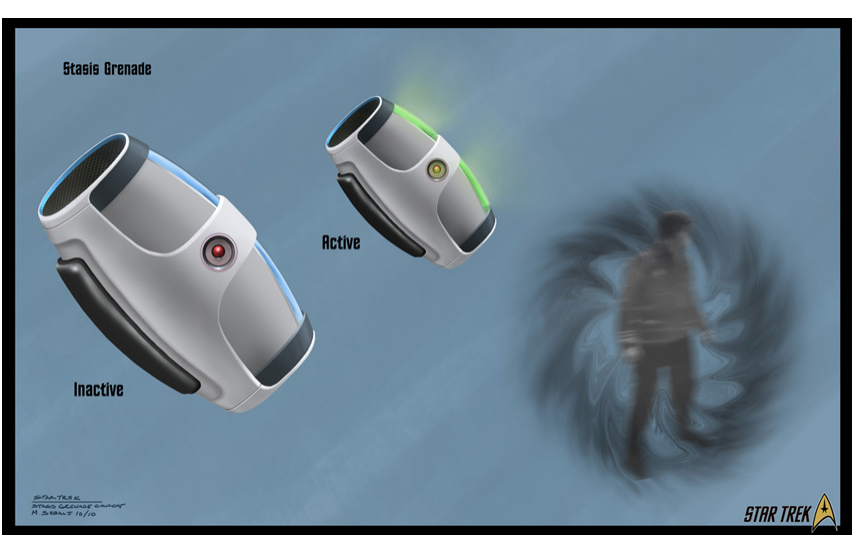
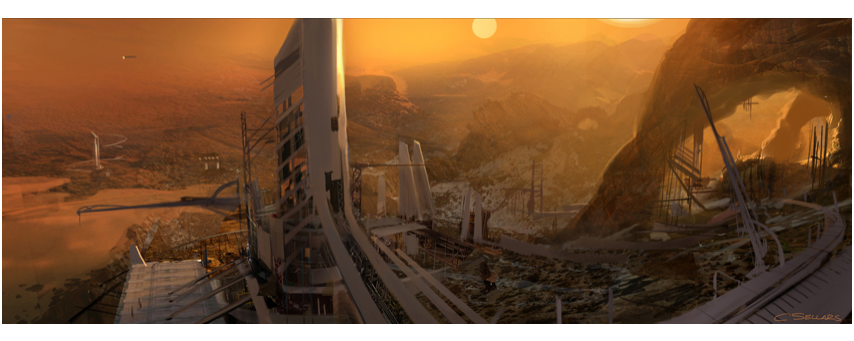
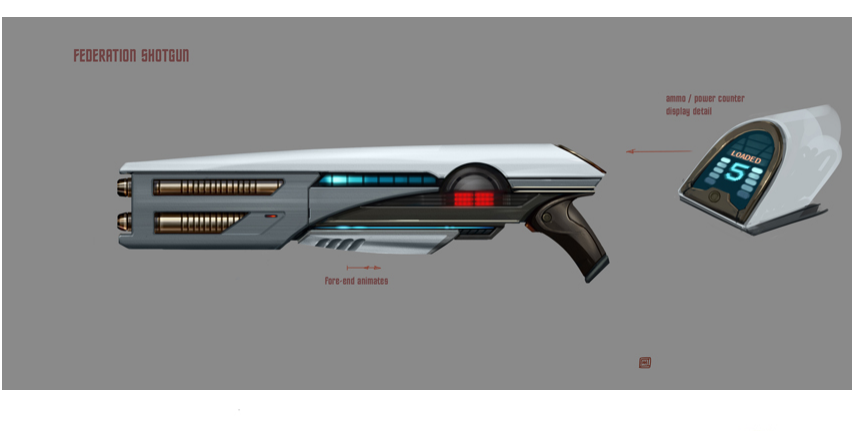


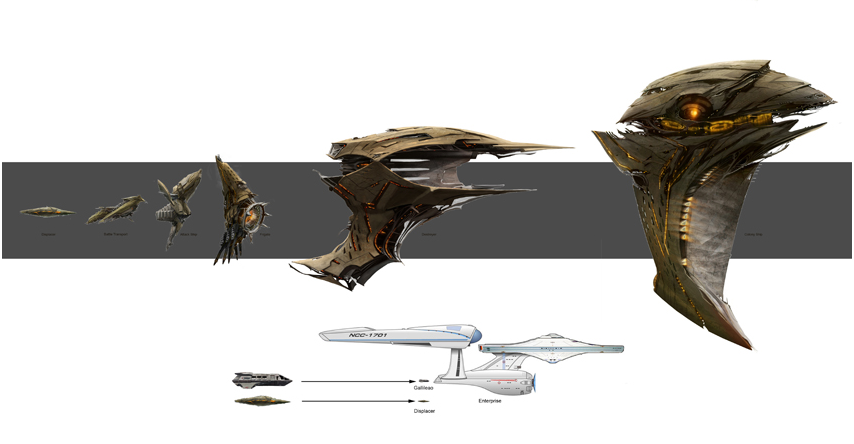




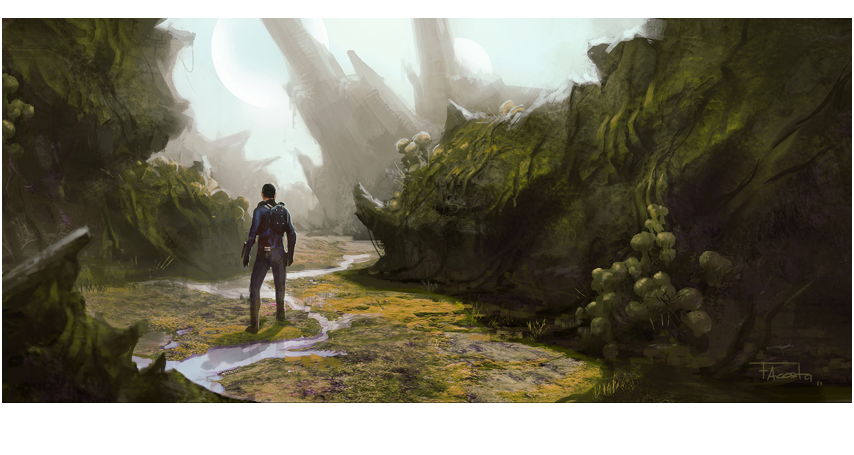





Stasis Grenade
Active
Inactive
STAR TREK


FEDERATION SHOTGUN



Gorn Frigate
STAR TREK



Compendium

Compendium

Looking for all the research data, audio logs, and Tribbles? Or perhaps you just want to earn all the achievements and trophies? The following quick reference collectables table reveals every piece of research data, audio log, and Tribble in the game listed in the order they're encountered—as long as you follow this list, you won't miss a single collectable. A rundown of all achievements and trophies is also provided, detailing the criteria necessary to unlock them all.

Collectables: Quick Reference

Helios-1

Name	Type	XP	Set	Log Entry
Vulcan Hypospray	Research Data	100	Helios-1/Helios Station	A Vulcan Hypospray. And like standard-issue Federation hyposprays, it's something I'd just as soon avoid, thank you very much. Yes, it's supposed to be less invasive than a needle, but medicine is still medicine, and the less time I need to spend under Dr. McCoy's watchful eye the better.
T'Mar's Audio Log #1	Audio Log	50	Helios-1/Logs	Surok, can you hear me father? Helios has been activated ahead of schedule, but we have not finished our testing. It must have been Commodore Daniels's doing. He has been pushing us to activate the device. He does not understand the risks involved. Activating Helios before it is ready could be problematic. Father, please respond.
Helios Engineering Schematic	Research Data	100	Helios-1/Helios Station	Holographic cross-section of the Helios Station intended for use by engineers to monitor station functions. I speak from extensive experience when I say that if any part of the holographic cross-section of anything starts blinking red very quickly … you should make sure you have an escape shuttle ready and waiting.
Surok's Audio Log #1	Audio Log	50	Helios-1/Logs	T'Mar. T'Mar, can you hear me? I'm detecting unusual activity aboard your station. Readings are inconclusive. Contact me as soon as you can.
Tribble (1 of 7)	Tribble	250	Tribbles/Tribbles	Okay, I've heard lots of rumors flying around concerning "Scotty and the Tribble," so let me just take this opportunity to set the record straight. A few years ago I bought a Tribble off a shady trader named Jones. I'd just been assigned to the loneliest outpost in all of Starfleet, on the frozen mud ball of Delta Vega, and I thought it might be nice to have a pet. I'd never seen a Tribble before. I didn't know anything about their … unique metabolism.
T'Mar's Audio Log #2	Audio Log	50	Helios-1/Logs	If anyone can hear me … this Is … captain of the Helios station. We are in desperate need of help. Station integrity is compromised … systems failing … need immediate assistance. If anyone can hear this, please respond.
Helios Control Cluster	Research Data	100	Helios-1/Helios Station	Access point granting engineers access to Helios Station control systems. Decentralized command and control allows for rapid response to emergencies regardless of engineer location. Which is another way of saying engineers never have an excuse for not addressing a problem, which smells to me like a trap set by blame-obsessed bureaucrats sitting behind a desk somewhere, who never have to take responsibility for anything. But I may be biased

New Vulcan

Name	Type	XP	Set	Log Entry
Vulcan Cactus Cluster	Research Data	100	Vulcan Planet/Flora and Fauna	I'm told Vulcan Cacti come in a variety of sizes and shapes, but all of them share an incompatibility with the human digestive system. Not unlike the cuisine of my native Scotland, come to think of it. Better to appreciate Vulcan flora for their aesthetics than their nutritional value.
Vulcan Desert Grass	Research Data	100	Vulcan Planet/Flora and Fauna	It's grass. Vulcan grass. Grass from Vulcan. What do you want me to say? I'm an engineer, not a botanist. Touch it if you want, make a hat out of it, I don't care. Can I get on with my work now?
New Vulcan Avian Scavenger	Research Data	100	Vulcan Planet/Flora and Fauna	One of the wonderful things about serving in Starfleet is discovering new alien species, like this little fellow from New Vulcan. And by wonderful I mean "let Spock and his blue shirts worry about it," because I didn't sign up to go poking things that will most likely poke me back, puncture my skin, and infect me with some horrible xeno-flu. The effects of which on my body Spock will no doubt be delighted to study.
Tribble (2 of 7)	Tribble	250	Tribbles/Tribbles	I had no problems with the Tribble on Delta Vega. It just sat on my desk and made little cooing noises, and given that my only other companion was a tiny, ill-tempered Roylan who barely said a word, I considered my decision to adopt a Tribble a wise one. It didn't eat much, it purred when I pet it, and it didn't judge me for that incident with the Admiral's beagle. All in all, an ideal pet.
Vulcan Corpse	Research Data	100	Vulcan Planet/An Unknown Threat	Poor bastard. I don't know a lot about Vulcans, but I know that they're tougher than humans by no small degree. If something was horrible enough to do this to a Vulcan … I shudder to think what it would do to me.…
Unknown Structural Damage	Research Data	100	Vulcan Planet/An Unknown Threat	Deep rending gashes of unknown origin in the side of otherwise solid colony walls? I'm sure it's nothing to worry about. This is why I don't go on away teams.
Unknown Blood Sample	Research Data	100	Vulcan Planet/An Unknown Threat	Blood of unknown origin splattered on the wall. Lovely. They don't teach you about this at the Academy. Particularly not in the engineering lectures. No, I can safely say alien blood splatters were not part of the curriculum. An egregious hole in my otherwise comprehensive education. You'll forgive me if I choose to remain ignorant on the subject.
Infected Vulcan	Research Data	100	Enemies/Federation Enemies	It's not enough for this force to mortally wound their enemies. They have to turn them against their own kind. Yet another reason to make sure that it stays as far away from our corner of the universe as possible.
Helios Device (1 of 3)	Research Data	100	Vulcan Laboratories/The Helios Device	I will try to maintain an objective engineer's stance when it comes to a description of the Helios Device, out of respect for Vulcans as fellow members of the Federation … oh, forget it. What were they thinking? Building a fancy toy to drain power from the sun so they can terraform a new colony? I'm sure nothing bad could happen.…
Helios Device (2 of 3)	Research Data	100	Vulcan Laboratories/The Helios Device	Here's the thing about Helios: There's a reason no one tried it before. I've looked over all the schematics, and I'm duly impressed by the theories put into practice. But that's the rub. It's still a theory, and it needs to be tested, not rushed into practical use simply because it might be possible. Good luck standing between the Vulcans and the promise of a new home, though.
Helios Device (3 of 3)	Research Data	100	Vulcan Laboratories/The Helios Device	Pandora's box. That's what they should have called it. Because that's what the Vulcans have opened with their Helios technology. And God help us all if it falls into the hands of someone who has more than peaceful terraforming on their mind. I thought red matter was bad enough. Maybe I should retire while there's still an Earth to retire on.
T'Mar's Audio Log #3	Audio Log	50	Vulcan Laboratories/Logs	Welcome news. The United Federation of Planets has come to the aid of the Vulcan people. Commodore Daniels of Starfleet has committed the resources we will need to complete the Helios Device and establish a new Vulcan homeworld. With their backing, we will be able to complete construction and testing of the device. It gives me so much hope that in the darkest time for my people our allies remain steadfast in their support. Commodore Daniels and Starfleet will have an honored place in the history of New Vulcan.
Surok's Audio Log #2	Audio Log	50	Vulcan Laboratories/Logs	This is Surok of Vulcan. We are on the verge of a new dawn for the Vulcan people. The colony we are establishing here is the first step toward restoring what was lost when our homeworld was destroyed. The elder Spock was wise to suggest a planet as far from the neighboring systems as possible. That distance gives us a measure of protection as our colony grows. But Spock does not know of the Helios Device. We need its power to terraform the planet. But I know Spock would oppose us using such an unproven and dangerous technology. We have been able to keep the existence of Helios a secret from all but a select few. I can only hope it stays that way.
Vulcan Pulse Cannon	Research Data	100	Weapons/Federation Weapons	Unlike the Vulcan Repeater, this Cannon's got a bit more edge to it. It was developed by Vulcan engineers after the destruction of their homeworld by Nero, and it shows. There's less emphasis on quiet resolution, and more focus on getting the job done as quickly as possible regardless of what stands in the way.
Surok's Audio Log #3	Audio Log	50	Surok's Laboratories/Logs	I no longer believe that Commodore Daniels has the best interest of the Vulcan people at heart. His assistance in the construction of the Helios Device was gratefully received. But with it has come an expectation of control over the device's operations that is most troubling. The engineers he sent to work with us seem more interested in capitalizing on the potential side effects of the device than on ensuring its safe use in the creation of a new Vulcan homeworld. I have expressed by doubts to T'Mar. But she remains adamant that she will not allow Daniels to compromise our plans. I no longer trust Daniels. But my trust in my daughter must not waver.
Gorn Brute	Research Data	100	Enemies/Gorn Advanced Enemies	Nasty one, this. Picking up signs of toxic stimulants. Best not to poke and prod too much, unless you're poking and prodding with a very long, very sturdy stick.
T'Mar's Audio Log #4	Audio Log	50	Surok's Laboratories/Logs	I will always be grateful for the assistance Commodore Daniels has shown the Vulcan people. But recently his … priorities have become troubling. He remains steadfast in his support of the Helios Device, but he increasingly appears to show more interest in the possible side effects of the device rather than its primary function. There is some evidence to show that the device, once fully operational, could have unforeseen repercussions. The catastrophic nature of this event is obvious, and yet Daniels seems oblivious to the dangers. He sees the threat as more of an opportunity to be seized rather than a disaster to be avoided. He insists that further testing is unnecessary. I'm dependent upon his help, but I fear that my dependence has put us all at great risk.
Gorn Initiate	Research Data	100	Enemies/Gorn Enemies	The comparatively small brain size on this one suggests that he's lower on the Gorn totem pole than the other. The kind way to say it: "a bit slower on the uptake." The more accurate way to say it would be "cannon fodder."
Gorn Ravager	Research Data	100	Weapons/Gorn Weapons	A nasty projectile weapon used by what I'm calling the "Initiate" class of Gorn soldiers. The knock-down secondary fire should be effective against a wider range of enemies than phasers normally are.
Starfleet Type III Rifle	Research Data	100	Weapons/Federation Weapons	No touching this one without advanced combat training. It takes the DNA of the standard phaser and gives it an evolutionary bump. Not for friendly non-lethal encounters. This one means business.
Stun Grenade	Research Data	100	Weapons/Federation Weapons	Good for taking care of groups of unfriendly natives when you don't have time to stun them one by one.
Unknown Breaching Tool	Research Data	100	Vulcan Laboratories Part 2/Unknown Technology	This tool was not designed by a peaceful race. As far as I can tell, its sole purpose is to break things: doors, walls, locks … body parts.
Unknown Assault Equipment	Research Data	100	Vulcan Laboratories Part 2/Unknown Technology	I very, very much want to take this thing apart and figure out how it works. It's the engineer in me. I'm also very, very afraid of what will happen to me if I attempt to do so. It's the terrified Scot in me.
T'Mar's Audio Log #5	Audio Log	50	Vulcan Laboratories Part 2/Logs	We stand at the dawn of a new era for the Vulcan race. Thanks to Helios, we have a chance to create a new home on a planet never before inhabited. The unlimited energy provided by Helios will allow us to create a haven for our people. And yet, our resources provided by the Vulcan High Council are insufficient. Without help from another source I fear our greatest hope may be lost before it can be born.
Unknown Hacking Tool	Research Data	100	Vulcan Laboratories Part 2/Unknown Technology	I quite like this little gadget. It's designed to hack into a computer, but the program it runs is never the same. It rewrites itself depending on the nature of its target. Makes it devilishly hard to defend against. Which is why I don't want it coming anywhere near the Enterprise.
Surok's Audio Log #4	Audio Log	50	Vulcan Laboratories Part 2/Logs	My daughter is the most brilliant scientist I know. Her skill is matched only by her imagination. To have conceived of such a thing as the Helios Device, and to have brought it to so close to a reality, she honors not only her family, but the entire Vulcan people. She has taken it upon herself to provide a future for us all. Would I have had the courage to pursue such a solution? To put into practice theories that tinker with the very fabric of our universe? I am not sure I would have. My daughter does. And my trust in her outweighs any reservations I may have for now.
T'Mar's Audio Log #6	Audio Log	50	Vulcan Laboratories Part 2/Logs	My faith in the Helios Device remains strong. But recent tests indicate that our grand experiment will not proceed as easily as we had hoped. The construction of the device is almost complete, and ahead of schedule. The assistance provided by Commodore Daniels of Starfleet has been invaluable. And yet, we have detected anomalies we are unable to explain. Surok is concerned that we are proceeding too quickly. I remain confident in our plan, but father is not wrong. The closer we get to Helios becoming fully operational, the more careful we must be.
Surok's Audio Log #5	Audio Log	50	Vulcan Escape/Logs	This is Surok of Vulcan. It does not surprise me that the Helios Device has attracted the attention of Starfleet. In the wrong hands, a device that can harness the power of stars to reshape the geology of a planet could be used as a doomsday weapon. Fortunately, it is a Vulcan creation and as such is used only according to the rules of logic. To abuse the power of Helios would be against all the principles upon which Vulcan civilization was founded—the same principles we seek to preserve in this new Vulcan colony. As beneficial as Helios is to our people, I am grateful there is only one such device in existence. To replicate it would be to invite its use by less … responsible parties. To replicate it, would court disaster.
Sh'Tok Memorial	Research Data	100	Vulcan Escape/Vulcan Remembrance	This monument is dedicated to the memory of Vulcan scientist Sh'Tok, last acting administrator of the Vulcan Science Academy prior to the destruction of the Vulcan homeworld.
T'Par Memorial	Research Data	100	Vulcan Escape/Vulcan Remembrance	This sculpture is dedicated to the memory of Vulcan scientist T'Par, Chief Scientist of the Vulcan High Council prior to his death during the destruction of the Vulcan homeworld.

Frontier Starbase

Name	Type	XP	Set	Log Entry
Atmospheric Calibration Unit	Research Data	100	Arrival/Commanding the Station	Quick, think of a worse job more than being in charge of atmospherics on a Starbase. Time's up! Everyone complaining to you every moment of the day about how hot it is, or how cold it is, or how little Timmy came down with the Andorian flu because the humidity in the room was too high. Show me an atmospherics officer, and I'll show you a glutton for punishment.
Captain's Phaser	Research Data	100	Weapons/Federation Weapons	Ooh, fancy. This is a one-of-a-kind phaser created specifically for one Captain James Tiberius Kirk by his loyal Chief Engineer, who would be me. I took a standard-issue Starfleet phaser and basically made it better in every way: improved accuracy, faster reload, less recoil, quicker phase shift between stun and kill mode. I gave it all sorts of nifty projectile enhancements and added a bio-signature lock that ensures that only the Captain can use it. I'm still waiting on my special commendation.
Vulcan Repeater	Research Data	100	Weapons/Federation Weapons	The quintessential Vulcan weapon. Efficient, no bells and whistles, optimized for non-lethal takedowns, but as deadly as can be when the situation calls for it. Much like Commander Spock, come to think of it.
Starfleet Phaser Rifle	Research Data	100	Weapons/Federation Weapons	Standard-issue Starfleet rifle. The big brother of the phaser, equipped with a dilithium-enhanced deflector shield. Higher magazine capacity and longer range than the phaser pistol, but not quite as stealthy. When you use one, they'll know you're coming.
Surok's Audio Log #6	Audio Log	50	Arrival/Logs	This is Surok of Vulcan. Even my worst fears did not anticipate the events that have unfolded in the wake of bringing Helios online. We have brought devastation upon ourselves because of that cursed device. It provided the opportunity for these bizarre and deadly creatures to overrun the colony, just as we were ready to celebrate its founding. I can only hope my warning beacon is received and that Sarek, the elder Spock, and the other Vulcan dignitaries stay away from this place. I fear that we have only invited them to their doom. Having just begun to recover from the loss of our homeworld, we now face the ultimate test—a test that could that could spell the end of our people … forever.
Starbase Command Console	Research Data	100	Arrival/Commanding the Station	Second only to atmospheric officer in terms of terminal job dissatisfaction is Starbase systems administrator. Nobody will ever know your name until something goes wrong. Oh, the glory. The wonder. The unending boredom of sitting at a monitor watching a completely self-sufficient Starbase run itself without any help from you. Get on a ship, kids. That's where the fun is.
Commodore's Chair	Research Data	100	Arrival/Commanding the Station	I still haven't figured out if the seat makes the man, or the man makes the seat. The seat being a Starbase Commander's chair, the man being a pompous blowhard who has spent a few too many years off-Earth and now runs his particular fiefdom like … well, a fiefdom. And it's not just men. I've met horrible female Commanders too. Which leads me to think it's all the chair's fault.
Gorn Enforcer	Research Data	100	Enemies/Gorn Enemies	This beastie has a more upright posture, a bigger brain, and a higher metabolic rate. If I had to guess, this one would be in charge of his smaller-brained comrades. A sort of Gorn officer.
Gorn Marauder	Research Data	100	Weapons/Gorn Weapons	A particularly brutal weapon intended for close-range mayhem, not unlike the shotgun used in Earth's history.
Plasma Grenade	Research Data	100	Weapons/Gorn Weapons	Standard grenade used by the Gorn for maximum carnage. It has the ability to stick to any surface, including you, so be ready to peel it off and throw it back. Preferably in the direction it came from.
Daniel's Audio Log #1	Audio Log	50	Arrival/Logs	The clearer it becomes that this Helios Device could become a powerful weapon for the Federation, the more T'Mar resists my efforts to steer the research in that direction. I understand that she views the device primarily as a way to power the colony on New Vulcan, but it's obvious she's blind to the full potential of her invention. It's a shame that a scientist as brilliant as T'Mar lacks the vision necessary to truly change the future. I must convince her to see the benefits to the entire Federation. I cannot let this opportunity be wasted.
Gorn Turret	Research Data	100	Enemies/Gorn Security	This thing might be the most deadly of the Gorn technology so far. I'd stay clear of it. On the other hand, it does look like you could use it to give them a taste of their own medicine.
Federation Officer	Research Data	100	Enemies/Federation Enemies	There must be a way to reverse the effects of the Gorn infection. If anyone can do it, Bones can. I shudder to think what will become of us all if he can't.
Attack Drone	Research Data	100	Enemies/Gorn Security	An Attack Drone that appears to be controlled by the collective Gorn intelligence. Best to disable them as quickly as possible, before they can alert the hive mind to your presence.
Gorn Tech	Research Data	100	Enemies/Gorn Enemies	Moving up the Gorn evolutionary tree, this one has a bigger brain that suggests it's better suited to technical tasks than direct combat. Much like myself, come to think of it.
Gorn Railer	Research Data	100	Weapons/Gorn Weapons	A high-powered charge weapon that can penetrate thin walls and hit multiple targets at once. This is evidence that the Gorn are not simple brutes, but possess a technological aptitude that allows them to develop weapons that rival Starfleet's in their sophistication.
Neurocortical Monitor	Research Data	100	Search for a Cure Part 1/Biolab Equipment	When I was a wee lad I had a persistent headache. Doctors stuck a Neurocortical Monitor on my neck for a month. All the other kids made fun. Turned out my headache was just a symptom of growing up surrounded by a bunch of nasty little Scottish weevils whose parents raised them without a shred of compassion. Eventually I felt better.
Epidermal Analyzer	Research Data	100	Search for a Cure Part 1/Biolab Equipment	Bones is really the one to ask about this thing. You put it under your tongue, I think? And it tells you when you're going to die? Something like that.
Osteogenic Stimulator	Research Data	100	Search for a Cure Part 1/Biolab Equipment	One of the few devices that convinces me that "medical progress" is not an oxymoron. Did you know that before these things came along doctors used to just immobilize broken bones in massive plaster casts? I think it was back when they still used money to pay for things—like massive plaster casts.
Tribble (3 of 7)	Tribble	250	Tribbles/Tribbles	I took the Tribble with me when I joined the crew of the Enterprise. It lived happily in a corner of Engineering until I had the brilliant idea to use it as a test subject in a new transwarp beaming experiment I had in mind. I hypothesized that I could beam a small object all the way back to Earth while the Enterprise was at warp, not unlike the way Captain Kirk and myself were able to beam aboard from Delta Vega. I contacted my nephew back at Starfleet Academy, and together we achieved a ground-breaking success that resulted in my Tribble arriving in San Francisco hale and hearty.
Yolendran Spittle Pods	Research Data	100	Search for a Cure Part 2/Biolab Flora	Would you like a Yolendran Spittle Pod? No thanks, I just had a heaping bowl of spittle pods. Really, I'm stuffed. Of course, I don't want to eat something called a spittle pod. Go away.
Flowering Phistella Sporophyte	Research Data	100	Search for a Cure Part 2/Biolab Flora	They really need to start naming new plants after the first poor redshirt who touched it and died of whatever fatal disease was hiding in the leaves. Instead of "Flowering Phistella Sporophyte," it should be "Ned's Where-Did-My-Skin-Go Flower." A touching tribute to the spirit of discovery, and yet another reason why I am the last to volunteer for away teams.
Walgettian Fire Blossom	Research Data	100	Search for a Cure Part 2/Biolab Flora	This is how the Earth will die. Not from a massive alien invasion. Not from a homegrown geological cataclysm. No, it will end because some unsuspecting fool will sneak something like the Walgettian Fire Blossom past quarantine, and three weeks later the planet will be one big flowery ball, with no room left for things like humans. Mark my thoroughly depressing words.
Daniels's Audio Log #2	Audio Log	50	Search for a Cure Part 2/Logs	Commodore's log, supplemental. I must confess that my interest in helping the Vulcan scientist T'Mar is not entirely altruistic. The Helios Device T'Mar has designed could provide an incredible tactical advantage for the Federation. T'Mar believes that a possible side effect of the device is a tear if the fabric of space time. The prospect frightens her, but she is a scientist, not a tactician. Imagine using that tear to travel instantaneously across the galaxy. In the hands of Starfleet it could tip the balance of power in the Federation's favor. I will keep a close eye on the progress of the Helios Project.
Gorn Rusher	Research Data	100	Enemies/Gorn Enemies	This is a curious one. Genetic analysis suggests it represents a lonely outlying branch on the Gorn evolutionary tree. Every family has that slightly feral cousin you'd rather not have around at holidays. This would be that Gorn version.
Shuttle Survivor Pack	Research Data	100	Evacuate/Manifest	Standard-issue life support pack carried by every shuttle. Contains enough power, shelter, and supplies for survival on hostile planetary surface for six months. At which point it's time to consider eating the redshirts. I kid. Mostly.
Daniels's Audio Log #3	Audio Log	50	Evacuate/Logs	The time has come. I've allowed T'Mar's countless tests to go on long enough. The critical support I've given the Helios Project has given me the leverage I need to take control and start up the machine now. Nothing I can say will make T'Mar understand that her fears are unfounded. Only by putting the machine into action can I prove my case. My team is on site and monitoring the situation closely. And I am prepared to shut down the device at the first sign of trouble. But I am confident that everything will go according to plan.
Remote Comms Package	Research Data	100	Evacuate/Manifest	Also known as "Message in a Bottle." Let's be honest. If you're stranded somewhere in a downed shuttle and you're relying on your Remote Comms Package to call for help, chances are you're too far away to be found and rescued before you're seriously considering eating the redshirts. Just make sure you wait until after you eat the redshirts. I kid. Mostly.
Compact Medkit	Research Data	100	Evacuate/Manifest	Dr. McCoy and I share an aversion to joining away teams, for obvious life-threatening reasons. Unfortunately for him, as Chief Medical Officer he's duty-bound to fulfill his rotation on away teams among all medical personnel. He tried to circumvent protocol by quadrupling the number of Compact Medkits aboard every away shuttle, hoping that would be enough. According to Starfleet protocol, it's not.
Gorn Observer	Research Data	100	Enemies/Gorn Enemies	Another big-brained Gorn, which suggests a more advanced role in their culture than their smaller-brained brethren we've encountered.
Starbase Comms Relay	Research Data	100	Power Station/Power Station	I once heard Starbases compared to islands in a vast ocean. Little outposts of civilization in an empty expanse. Flickering embers of light representing the valiant refusal of life to succumb to the void. They call out into the abyss, never knowing who might respond, but never wavering in their duty to stand against the night. I have nothing sarcastic to add. I actually think that's quite lovely.
Starbase Armory Data	Research Data	100	Power Station/Power Station	One other thing I envy about Starbases: the prompt response they get from Starfleet Requisitions. I send in requests from the flagship of the fleet and it's treated like a handwritten note from a snot-nosed Ensign asking for a new tricorder. But if a Starbase asks? Watch the bureaucracy trip over itself to make sure the base doesn't run out of air freshener for the cargo bays.
Daniels's Audio Log #4	Audio Log	50	Power Station/Audio Logs	Damn their Vulcan ineptitude! Thanks to their incompetence, the Helios Device is failing. I should have taken full control of the project myself and made it a Starfleet operation from the very beginning. Instead, I'm forced to listen to T'Mar's distress calls begging for help. To make matters worse, the Enterprise is on its way there. The last thing I need is that boy, Kirk, sticking his nose in things and taking credit for salvaging the Helios Device. No doubt he's looking to make himself a hero, again. Damn Admiral Pike for giving him the keys to the flagship. All of my work could be for naught.
Starbase Power Unit	Research Data	100	Power Station/Power Station	As much as I prefer working on a starship to wasting one's life away on a Starbase, there is one thing about bases that fills me with burning envy: their power supply. They need copious amounts of state-of-the-art fuel cells, obviously, given that most bases are stranded out in the middle of nowhere, but I still dream of packing that much power into the bowels of a ship. We'd never have to stop to refuel. Which means I would never have to see another Starbase. Everybody wins.
Engineer Transport Tool	Research Data	100	Weapons/Federation Weapons	I'm very proud of this one. Think of it as a transporter for your pocket. You can send small objects short distances, just like beaming them from a transporter pad. I've not finished tests on organic material yet, so be careful. Still, it's quite a breakthrough. And thus the name Scott joins Newton and Einstein in the pantheon.
Daniels's Audio Log #5	Audio Log	50	Relay Tower/Logs	The Helios Device … is gone. Details are still coming in, but it appears that an unknown force has attacked the colony on New Vulcan and taken the device. The Enterprise is on its way here with the survivors, but I don't know if I can wait for them to get here. A single Starbase is no match for an enemy that can wipe out an entire colony. And no doubt, the Vulcans will accuse me of wrongdoing for turning Helios on ahead of schedule. But I was doing what was best for the Federation. I have no doubt that events will prove me right. But until then …
Daniels's Audio Log #6	Audio Log	50	To the Rescue/Logs	The time has come. I've allowed T'Mar's countless tests to go on long enough. The critical support I've given the Helios Project has given me the leverage I need to take control and start up the machine now. Nothing I can say will make T'Mar understand that her fears are unfounded. Only by putting the machine into action can I prove my case. My team is on site and monitoring the situation closely. And I am prepared to shut down the device at the first sign of trouble. But I am confident that everything will go according to plan.
Gorn Weapon Research (1 of 4)	Research Data	100	To the Rescue/Gorn Attack	Gorn weaponry is curious indeed. It's as much organic as technological in nature, as if it was grown rather than manufactured. It's difficult to tell where the weapon ends and the user begins.
Gorn Weapon Research (4 of 4)	Research Data	100	To the Rescue/Gorn Attack	As terrible as these Gorn weapons are, I do want to retrieve samples for study. The question is whether they can get past quarantine. It would be simple enough if they were purely technological. But their biological component means we have to treat them more like organisms than simple weapons.
Gorn Weapon Research (3 of 4)	Research Data	100	To the Rescue/Gorn Attack	These Gorn weapons are truly fearsome inventions. I have plenty of faith in Starfleet's own armory, but at least we put control measures in place like stun capability and adjustable phaser strengths so we don't simply obliterate everything we see at first glance. The Gorns have no such self-restraint.
Gorn Weapon Research (2 of 4)	Research Data	100	To the Rescue/Gorn Attack	It appears the Gorn weapons can be used by human hands, but I wouldn't recommend spending too much time with them. If they truly are organic in nature, there's no telling what effects using them may have on a human nervous system. Better to stick to Federation-approved armaments, methinks.
Gorn Warrior	Research Data	100	Enemies/Gorn Enemies	Slightly bigger brain on this one, and slightly older than the cannon fodder. Musculature more developed, more aggressive demeanor. Not the deadliest of the species, but not to be taken lightly.
Gorn Pillager	Research Data	100	Weapons/Gorn Weapons	A ballistic weapon stolen from an enslaved race and used by various Gorn Warrior classes. I shudder to think what they would do if they got their hands on Starfleet weapons. So let's ensure that they don't.

Volatile Cargo

Name	Type	XP	Set	Log Entry
Bones's Audio Log #1	Audio Log	50	Volatile Cargo Part 1/Logs	Chief Medical Officer's log, supplemental. I should've been a farmer, stayed in Mississippi, and bought a nice plot of land. Spent my days chasing chickens and sippin' lemonade on the porch. Instead, I'm about as far from Mississippi as you can get, chasing cures to alien diseases we never even knew existed, and drinking stale Romulan ale. Not a porch in sight.
Bones's Audio Log #2	Audio Log	50	Volatile Cargo Part 2/Logs	Chief Medical Officer's log, supplemental. I love the Captain like a brother, I really do. But I wish he'd ask me the next time he goes planetside for some R&R. Every time an away team goes out, every time, they bring back some cough or tickle or itch that sneaks by quarantine and ends up in my lab. Bones to the rescue once again. I'm all for exploring new worlds, just wish it didn't mean filling up my Sickbay.
Uhura's Audio Log #1	Audio Log	50	Volatile Cargo Part 2/Logs	Communications log, supplemental. Analysis of the unknown alien language recorded in New Vulcan is underway. The basic phonologies are an interesting mix of mammalian and squamate, with a porosity similar to advanced species encountered mostly in subtropical ecosystems. But the variations unique to this species are unprecedented. I just wish I had more time to study them.
Turbolift Repair Kit	Research Data	100	Volatile Cargo Part 2/Federation Technology	Set of specialized tools designed for quick and complete repair of Turbolift functions, including pulse reset and magnetic resonance recalibration. You'd be surprised how often these things break down.
Uhura's Audio Log #2	Audio Log	50	Volatile Cargo Part 2/Logs	Communications log, supplemental. I've been able to break down the alien syntax enough to decipher a basic lexicon. What I found is troubling. Even in exchanges between members of this species, every word, every sentence, every intonation, is highly aggressive. Obviously we can only analyze the fragments of their speech that we've captured so far. But I doubt their language has anything approaching a word for peace.
Quarantine Control Console	Research Data	100	Volatile Cargo Part 2/Federation Technology	Very important piece of machinery, this. Think of it as a high-tech canary in a galactic coal mine. If it starts making strange noises, odds are something mean and microscopic has found its way onto the ship uninvited. Best seek out Dr. McCoy. Not the Chief Engineer. Sorry, can't help you. Please stop coughing in my direction.
Uhura's Audio Log #3	Audio Log	50	Volatile Cargo Part 2/Logs	Personal log, Lieutenant Nyota Uhura. Spock won't admit it to me, but I can tell how much it means to him to see a new Vulcan colony established. He rarely talks about the loss of his homeworld. If anything, it's like he's become more Vulcan since the tragedy. But I know him too well. He might not show it, but the promise of a new start for his people fills his heart with hope.
Bones's Audio Log #3	Audio Log	50	Volatile Cargo Part 2/Logs	Personal log, Chief Medical Officer Leonard McCoy. Sometimes I feel like a space-faring Charles Darwin—if the good ship Beagle was equipped with a Warp Core. The endless variety of species we encounter never fails to amaze. When I'm not treating patients, I'm poking and prodding at yet another sample of a previously unknown alien life—some scarier than others. I just hope that if survival of the fittest is a constant throughout the universe, our species still has a fighting chance.
Exploding Drone	Research Data	100	Enemies/Gorn Security	The Gorn have made a drone that is suicidal. Of course they have.
Tribble (4 of 7)	Tribble	250	Tribbles/Tribbles	And there my troubles began. My solitary Tribble must have found the crisp San Francisco Bay absolutely invigorating, because the little bastard began to multiply like there was no tomorrow. Which soon resulted in an Academy-wide quarantine to prevent wave upon wave of newly birthed Tribbles from blanketing the city. The subsequent investigation led inevitably to my cousin, which led inevitably to me.

Gorn PLanet

Name	Type	XP	Set	Log Entry
Sentinel Statue	Research Data	100	Errand of Mercy/Lymax Culture	Always fascinating to see what connects species that have evolved light years apart. Just like primitive Earth cultures, the Lymax have taken to representing themselves—or their Gods, perhaps—through art.
Golem Statue	Research Data	100	Errand of Mercy/Lymax Culture	I quite like this one. Given his size he must be quite an important character in Lymax lore. Let's call him Goliath.
Grand Chest	Research Data	100	Errand of Mercy/Lymax Culture	A treasure chest! No, not really. But when I was a wee lad and used to imagine that space travel involved less benevolent exploration and was instead full of glorious acts of piracy. This chest is most likely some kind of ceremonial or religious artifact.
Companion Statue	Research Data	100	Errand of Mercy/Lymax Culture	For every Goliath, there must be a David. Having spent the last year trapped in Engineering with Keenser, I'm quite used to short feisty creatures by now.
Gorn Scout	Research Data	100	Enemies/Gorn Enemies	A particularly nasty specimen, this. It secretes a viscous substance over every inch of its body that renders it invisible to the naked eye. The goo would be well worth studying for our own uses, but I'd never want to get close.
Gorn Striker	Research Data	100	Weapons/Gorn Weapons	The Gorn equivalent of a sniper rifle. As much as the Gorn seem to prefer dispatching their enemies at close range, this weapon is evidence that they'll use whatever means necessary to eliminate opposition.
The Lymax (1 of 3)	Research Data	100	Where No Man Has Gone Before/Lymax Species	It never ceases to amaze me how similar alien races can be to our own. Take the Lymax. They've developed a hunter-gatherer culture similar to Earth's early days, with a basic communal structure that ensures that the weak and young among them are cared for. It gives me hope, in the face of something like the Gorn, that civilization will always find a way to survive.
Security Camera	Research Data	100	Enemies/Gorn Security	I guess even the Gorn can't have soldiers everywhere. If you're spotted by this … well, don't get spotted by it. It's bad.
Defense Drone	Research Data	100	Enemies/Gorn Security	This drone appears to have been designed for primarily defensive purposes. A refreshing change from the Gorns' otherwise unwaveringly sadistic design choices.
The Lymax (3 of 3)	Research Data	100	Where No Man Has Gone Before/Lymax Species	I'm an engineer, not a xeno-biologist, but I would love to show one of these Lymaxes … Lymaxians … whatever, I'd love to show them around the Enterprise. What must it look like to them? To see the ship through the eyes of a primitive culture is to be reminded of the miracles we take for granted, the miracles that let us sail across the stars.
The Lymax (2 of 3)	Research Data	100	Where No Man Has Gone Before/Lymax Species	I'm not a fan of the Prime Directive. It sounds good in principle, but in reality it too often means standing to the side watching a less developed species get run over by a more advanced race. The Prime Directive is meant to save species like the Lymax from outside interference. What about saving them from extinction?
Glowflower	Research Data	100	The Apple Part 1/Gorn Flora	I was going to call this "Glow Flower" (two words) but "Glowflower" (one word) just sounds more exotic, don't you think? Evocative of faraway planets, the romance of space exploration. Same reason it's not called "Star Fleet."
Water Cabbage	Research Data	100	The Apple Part 1/Gorn Flora	I'm sure the brainiacs back at Starfleet will end up calling this something else in their official Big Book of Alien Plants, but in the meantime I'm sticking with Gorn Water Cabbage, because 1) we found it on a Gorn planet, 2) it lives in the water, 3) it smells like cabbage. My nomenclature skills are formidable indeed.
Stalactites	Research Data	100	The Apple Part 1/Native Geology	Great, you've found a rock formation. If you're looking for an education about the nuances of geology, you've come to the wrong Scot.
Gorpion	Research Data	100	Enemies/Gorn Enemies	"Gorpion," get it? "Gorn" plus "Scorpion." That's how science works. Don't try this at home.
Dog	Research Data	100	Enemies/Gorn Enemies	Every advanced alien civilization we find has some version of a dog. It's like some kind of unbreakable rule throughout the universe. Gravity. Speed of Light. Dogs. This one is not one of the friendly ones.
Crystal Formation	Research Data	100	The Apple Part 1/Native Geology	Interesting. Some kind of natural resource that has power-conducting properties. These Gorn are brutal bastards, but may not be completely devoid of culture. If we get out of this alive, it will be worth examining this sample more closely.
Arc Driver	Research Data	100	Weapons/Gorn Weapons	A ranged energy weapon of considerable destructive power. If you see one coming, looking for cover should become your priority. I can almost respect the ingenuity that went into this one. Almost.
Instruments of Science? (1 of 3)	Research Data	100	The Apple Part 2/Instruments of Science	I very much want to say this is a scientific tool. But based on what we've seen of the Gorn so far, I shudder to think what its true purpose is.
Instruments of Science? (3 of 3)	Research Data	100	The Apple Part 2/Instruments of Science	Bones has some genuinely spine-tingling instruments (literally and figuratively) at his disposal in Sickbay, but even the good Doctor would be unnerved by the look of these Gorn tools.
Instruments of Science? (2 of 3)	Research Data	100	The Apple Part 2/Instruments of Science	Starfleet optimistically imagines that we can learn something new and useful from every species we encounter. I'm starting to think the Gorn are the exception to the rule.
Tribble (5 of 7)	Tribble	250	Tribbles/Tribbles	As luck would have it, the Enterprise had just found itself in orbit around the Tribbles' home planet of Geminorum IV. Additional Tribbles were brought back aboard for examination, and we determined that exposure to cold temperatures slowed the Tribbles' metabolism enough to halt their reproductive cycle. The information was relayed back to Earth, and the Tribble invasion was contained in time by mass-freezing the sea of fuzzy invaders that had overwhelmed the Academy.
Daniels's Audio Log #7	Audio Log	50	The Apple Part 2/Logs	The worst has happened. My Starbase is in ruins. My shuttle crew has been captured by the Gorn. They've begun torturing us for information but we don't know what they want. And the worse part is that all of this is my fault. These things came through the tear in space time that I was so eager to explore. But how was I to know? How could anyone know? I was acting in the best interest of Starfleet! But now we've made an enemy that I'm not sure even Starfleet can withstand.
Gorn Guardian	Research Data	100	Enemies/Gorn Enemies	The thick skin on this one suggests he was designed for close combat. The more I learn about the Gorn, the creepier it gets, almost like each type was designed to serve a particular role. A kind of "directed evolution" of a kind not seen on Earth for centuries. And banned ever since.
Instruments of Pain (1 of 2)	Research Data	100	The Apple Part 3/Instruments of Pain	These aren't "tools" at all, if by "tool" you mean something useful. These are simply instruments of pain. I fear for anyone captured by the Gorn.
Crew Member's Audio Log	Audio Log	50	The Apple Part 3/Logs	Why? Why did I listen to Daniels? Why didn't I listen to my wife? She warned me. She wouldn't stop warning me, when I thought I knew everything—at least everything Daniels told me. Damn him! Damn his promises of promotion, his promises of glory. Nothing but empty promises. Now we're all going to die at the hands of these … things from God knows where. I never should have left home. I never should have left my wife.
Daniels's Audio Log #8	Audio Log	50	The Apple Part 3/Logs	There's still a chance. I can still get out of here alive. I'm too valuable not to. I just have to convince these creatures of that. They're obviously not stupid. There's no way Starfleet will be able to hold off a full-scale invasion. If only I had been more patient with T'Mar's tests, I … what? What are you doing? No! I can help you. Don't! I'm … Nooo!
Instruments of Pain (2 of 2)	Research Data	100	The Apple Part 3/Instruments of Pain	A truly grisly object. I doubt the Gorn even care whether it causes a prisoner to spill secrets. It looks like its sole purpose is to inflict pain.

Enterprise Capture

Name	Type	XP	Set	Log Entry
Gorn Tech (1 of 3)	Research Data	100	Break In/Gorn Technology	It's not often that Engineering and Medical need to consult with each other, but trying to figure out how these Gorn weapons work is just such an occasion. They're a curious mix of the mechanical and the organic. Designed like a machine, but grown like an organism. And altogether creepy.
Chekov's Audio Log #1	Audio Log	50	Break In/Logs	Personal log, Ensign Pavel Chekov. I should have sent a message home at the last Starbase rendezvous. No doubt mother and father are worried about me. It was bad enough that their only child ran off to Starfleet at such a young age. But what would I tell them? All is well here at the far edge of space. There's a crisis on the New Vulcan colony and we've encountered a dangerous unknown species that might kill us all. Don't worry, I'll be fine. Maybe it's better that I don't call home more often.
Chekov's Audio Log #2	Audio Log	50	Break In/Logs	Personal log, Ensign Pavel Chekov. I still get the looks in the corridors sometimes. I can tell much of the crew is wondering why someone so young isn't back at the Academy earning his stripes. I still hear mention of "the kid" and I know who they are talking about. All I can do is what I've done my whole life—prove them wrong. The Captain's faith in me gives me hope. I will do everything I can to continue to earn his trust.
Gorn Tech (2 of 3)	Research Data	100	Break In/Gorn Technology	The ammunition used by the Gorn is curious indeed. As with the semi-organic design of the weapon itself, the ammunition appears to be generated the way a body generates new cells. The blasts are composed of bio-energy rather than lasers, which makes me wonder if they can ever run out of ammunition the way our own weapons can.
Sulu's Audio Log #1	Audio Log	50	Break In/Logs	Personal log, Lieutenant Hikaru Sulu. I don't trust Commodore Daniels. His reputation precedes him. Cadets at the Academy dreaded being assigned to his command. We all heard about him running his ships and Starbases like his own personal fiefdoms. The old story about the officer that spends just a little too much time off-world. Combine the loneliness of space with the loneliness of command and bad things are bound to happen. I just hope Daniels hasn't gone completely off the deep end.
Gorn Tech (3 of 3)	Research Data	100	Break In/Gorn Technology	I don't even know that this is. A Gorn tricorder? A Gorn potato slicer? Do you have any ideas? I'd love to crack it open and see how it works, but I'm afraid I might trigger some kind of awful booby trap, and I quite like having all my fingers attached to my hands.
Scotty's Audio Log #1	Audio Log	50	Taking the Ship Back/Logs	Chief Engineer's log, supplemental. This one's directed at the chief of requisitions at Starfleet, who is sitting with his feet up on his desk back in San Francisco in his lovely office overlooking the Golden Gate Bridge, having spent a leisurely afternoon denying, yet again, my request for resupply of vital components. It's not like this is the flagship of the entire fleet. Oh, what's that? It is? Well, bravo me then. I've got quite the prestigious post, haven't I? If only it meant mindless bureaucrats listened to me on occasion.
Sulu's Audio Log #2	Audio Log	50	Taking Back the Ship Part 2/Logs	Personal Log, Lieutenant Hikaru Sulu. This is why I signed up, to pilot a starship at the very edge of explored space and beyond. But I'm reminded that to get there means encountering threats we might not be prepared for. That the voyage out there might mean that there's no voyage back home. I'm just grateful we have the Captain that we have. I'm not sure he can even imagine the possibility of failure. Makes it a lot easier to pilot the ship where he tells me to—no matter what's waiting for us when we get there.
How Warp Drive Works (1 of 3)	Research Data	100	Taking Back the Ship Part 2/Warp Drive Specs	Right. Warp drive. Faster-than-light travel. Where do we start? How about subspace? Seeing as how the existence of subspace is the only reason we can travel FTL anyway. Subspace is our shortcut, our rabbit hole, the looking-glass dimension that allows us to cheat the old rules of space and time. We haven't completely figured out how it works, but we know how to get in and out in one piece. Good enough for me.
How Warp Drive Works (2 of 3)	Research Data	100	Taking Back the Ship Part 2/Warp Drive Specs	To enter subspace, and thereby travel faster than light, we need to create something called a warp bubble around the ship. A very clever fellow named Zefram Cochrane was the first one to do this, and the basics he came up with are still what we use today. All you need is a controlled matter-antimatter explosion, some dilithium crystals, and a warp coil or two. Congratulations, you just made a warp drive.
How Warp Drive Works (3 of 3)	Research Data	100	Taking Back the Ship Part 2/Warp Drive Specs	Warp factor is just a fancy term for the size of the bubble created by the warp drive. The bigger the bubble, the faster you can cross subspace, just like a bigger sail can catch more wind to cross an ocean. The good thing about sails, unlike warp drives, is that when they malfunction there's no danger of wiping out the entire crew in a millisecond. Such are the benefits of simpler technology.
The Warp Core (1 of 3)	Research Data	100	Taking Back the Ship Part 2/Warp Core Specs	Any Chief Engineer who says they don't spend every waking moment of their lives thinking about the Warp Core is a degenerate liar who should be kicked out of the fleet. If the ship is the body, the Core is the heart, and the sole point of the Chief Engineer's existence is to keep that heart beating. I'm sorry to get emotional, but facts are facts.
Scotty's Audio Log #2	Audio Log	50	Taking Back the Ship Part 2/Logs	Chief Engineer's log, supplemental. I'd never tell the little bugger to his face, but Keenser just might be the most brilliant engineer I've ever met … not named Scott of course. When we first met I thought that blank stare he always was giving me was the sign of unfortunate alien genetics. But as time past, I realized it just means that miraculous little brain of his is humming along solving problems before I'm even aware of them. He still smells a bit like burned toast, but I'll be damned if I'm not more fond of him by the day.
The Warp Core (3 of 3)	Research Data	100	Taking Back the Ship Part 2/Warp Core Specs	But what about the sound? they say. "How can you stand the ever-present hum of the Warp Core day in and day out?" And I ask them if they ever get tired of the sound of their own breathing. And they look puzzled for a second. And then they walk away. And I go back to work.
The Warp Core (2 of 3)	Research Data	100	Taking Back the Ship Part 2/Warp Core Specs	I've been asked if it doesn't get a bit boring spending all my time in Engineering. We don't even have windows. But the fact is, I'm too busy making sure the controlled matter-antimatter explosions stay controlled, the dilithium crystal converter assembly stays assembled and converting, and the warp coils stay coiled and warping. My job is the opposite of boring.
Sickbay Equipment	Research Data	100	Spread the Cure/Federation Medical Tech	Bones would be better to ask about this. I try to spend as little time as possible in Sickbay. I mean, it's right there in the name. Sickbay. Who wants to go to a place called Sickbay? Why not call it Healthbay? The Happy Room? The Pain-Free Lounge? No imagination in Starfleet.
Scotty's Audio Log #3	Audio Log	50	Spread the Cure/Logs	Personal Log, Chief Engineer Montgomery Scott. I was just talking with Hikaru about this Commodore Daniels character. I've seen his type before. For him, Starfleet ceased to be a place to serve a long time ago. Now it's just a place for him to chase glory. It wouldn't matter if he were in outer space or in an office back on Earth. Their type never changes. I just hope he doesn't lead us all into ruin. Maybe I shouldn't be saying this out loud? Ah, what's Starfleet going to do? Exile me to a frozen outpost in the middle of nowhere? Again? Scotty out.
Sickbay Gurney	Research Data	100	Spread the Cure/Federation Medical Tech	The only time I go to Sickbay is to get the latest inoculation for whatever potential contagion the ship has picked up at its latest port of call. They don't warn you about it at the Academy, but life in space is one annoying flu shot after another. Better safe than sorry, and bleeding glowing green pus from your eyeballs, I suppose.
Chekov's Audio Log #3	Audio Log	50	Spread the Cure/Logs	Personal Log, Ensign Pavel Chekov. I feel terrible for the Vulcan people. First, their homeworld is destroyed. And now, their new colony is under attack. I cannot imagine how Commander Spock must feel. He never shows any hint of emotion. Even less than he did before Vulcan was lost. But I'm sure these events must weigh on him. Not even Lieutenant Uhura has coaxed a smile from him. His heart is heavy. I can only hope he finds relief soon.
Tribble (6 of 7)	Tribble	250	Tribbles/Tribbles	I've heard talk that Tribbles were not brought back onboard the Enterprise intentionally, but were in fact somehow missed by quarantine and ended up in Main Engineering accidentally. Rumor has it that the Tribbles began to multiply so fast that, within an hour access to Engineering had been compromised, and there was concern that the ship's Warp Core coolant system could somehow be affected. In short, that the Tribbles could have destroyed the Enterprise. As Chief Engineer, I can confidently put these rumors to rest and assure everyone that the ship was never in any danger.
Sulu's Audio Log #3	Audio Log	50	Spread the Cure Part 2/Logs	Personal log, Lieutenant Hikaru Sulu. The crew has united behind Captain Kirk. We all heard the whispers back on Earth when he was promoted. He was too young. He didn't pay his dues. But all of that is meaningless out here. We all see how qualified he is every day with every decision he makes. They can say what they want anywhere else. All that matters is that onboard this ship, the Captain has the trust of his crew.

Mothership

Name	Type	XP	Set	Log Entry
Gorn Metal (1 of 2)	Research Data	100	Punch a Hole/Advanced Metals	The materials used to build the Gorn ship are fascinating. Elements are similar to Earth's, but different enough that I may be able to come up with some interesting uses for them.
Gorn Metal (2 of 2)	Research Data	100	Punch a Hole/Advanced Metals	Always a shame encountering a new civilization that would rather eat you than talk to you. I'd love to swap knowledge with a Gorn engineer, but I'm afraid it would be a short and painful conversation.
Gorn Experiments (1 of 4)	Research Data	100	Punch a Hole/Gorn Experiments	This looks like the Gorn equivalent of transporter technology. They seem to need a physical link present in order to transport matter. We're ahead of them in that, at least. Let's hope that's not the only place we have an advantage over these beasties.
Gorn Experiments (2 of 4)	Research Data	100	Punch a Hole/Gorn Experiments	No need to wonder what this slab is for. The Gorn tie prisoners down and go to work on them. To what end I shudder to think. It's amazing that a race so obviously advanced can be so heartlessly cruel.
Gorn Species Research (2 of 3)	Research Data	100	Punch a Hole/Gorn Species	You can't say the Gorn let anything go to waste. They extract the strongest genetic traits from their conquests to add to their own physiology, and then they use their prisoners as a slave army to remake the world in the Gorn image. It would be impressive if it wasn't so horrifying.
Gorn Species Research (1 of 3)	Research Data	100	Punch a Hole/Gorn Species	Despite their primitive ferocity, it appears the Gorn have a strict social structure. At the bottom are the foot soldiers. A strict hierarchy continues based on superior strength and intelligence, culminating in the ruling class that decides where and when the Gorn will strike next. That doesn't sound all that different from Starfleet, come to think of it.
Tribble (7 of 7)	Tribble	250	Tribbles/Tribbles	But I'm done with pets.
Gorn Species Research (3 of 3)	Research Data	100	Punch a Hole/Gorn Species	It's not just genetic information that the Gorn take from conquered species. They analyze and adopt the technology of each defeated race, so that with each world they conquer the Gorn become that much more advanced. Weapons, tools, engineering—everything is fair game for the Gorn war machine.
Gorn Experiments (3 of 4)	Research Data	100	Punch a Hole/Gorn Experiments	Some kind of holding tank. It looks like there are various points at which some kind of liquid can be injected inside, effectively drowning the subject inside. Lovely.
Gorn Experiments (4 of 4)	Research Data	100	Punch a Hole/Gorn Experiments	From what I can tell, these tanks are used for some kind of incubation. The Gorn create a genetic cocktail based on the species they conquer, taking the strongest traits and adding them to their own. It means the Gorn grow more powerful with every race they overwhelm. Let's hope humanity stays off the list.
Gorn Sentinel	Research Data	100	Enemies/Gorn Advanced Enemies	Advanced genetic structure suggest that this fellow is the pinnacle of the evolutionary mischief the Gorn have been making. Approach with caution. In fact, don't approach at all. Run away. The quicker the better.
Gorn Advanced Tech (2 of 2)	Research Data	100	Sabotage/Gorn Advanced Technology	What we've learned about the Gorn Mothership: it's alive. It's more than just a vehicle. It's an organic environment that changes and adapts to the conditions inside it. It acts like a kind of networked intelligence that connects all the individual Gorn to a central consciousness. It attacks invaders like an immune system attacking illness. Which does not bode well for any non-Gorn visitors.
Gorn Advanced Tech (1 of 2)	Research Data	100	Sabotage/Gorn Advanced Technology	Why did I get assigned "explain how the Gorn works" duty? I'm the Chief Engineer, not the Chief Science Officer! But since the Chief Science Officer is currently running for his life alongside the Captain, everyone says "Oh, give all the science-y talk to Mr. Scott to take care of! Because Engineering is Science, and Scotty is the Chief Engineer! Let's ignore the hundred other junior science officers that can do it!" This is the sound of the Chief Engineer sighing.

Achievements AND Trophies

Icon	Name	Criteria	Gamerscore	Trophy
	All Power to Forward Shields	Complete the Space Battle with zero damage to the hull	30	Bronze
	Arc Driver Master	Kill 50 enemies with the Arc Driver	10	Bronze
	Are You Not Entertained?	Win the brawl against your buddy in "The Trials" chapter	20	Bronze
	Away Team: Mission Accomplished	Complete all chapters in co-operative play	30	Silver
	Away Team: Mission In-Progress	Complete four chapters in co-operative play	20	Bronze
	Away Team: Mission Initiated	Complete one chapter in co-operative play	10	Bronze
	Captain's Phaser Master	Kill 100 enemies with the Captain's phaser	10	Bronze
	Captain's Phaser Tinkerer	Bought all upgrades for the Captain's phaser	30	Bronze
	Dagger of the Mind	Performed mind-meld on 10 different enemies	10	Bronze
	Exemplary Commendation	Complete all Optional Objectives	100	Gold
	Fascinating	Found all research items	50	Gold
	Get to the Shuttle!	After the brawl, escape in less than six minutes in "The Trials" chapter	20	Bronze
	Honorary Commendation	Complete half of all Optional Objectives	60	Silver
	Into Darkness	Completed the game on hard difficulty setting	30	Silver
	Listening In	Found half of all audio logs	20	Bronze
	Live Long and Prosper	Revived your teammate (AI or co-op player) 20 times	10	Bronze
	Marauder Master	Kill 50 enemies with the Marauder	10	Bronze
	Non-Lethal Master	Took down 30 enemies in a non-lethal manner	10	Bronze
	Pillager Master	Kill 50 enemies with the Pillager	10	Bronze
	Plasma Grenade Master	Kill 20 enemies with Plasma Grenades	10	Bronze
	Railer Master	Kill 50 enemies with the Railer	10	Bronze
	Ravager Master	Kill 50 enemies with the Ravager	10	Bronze
	Researcher	Found half of all research items	20	Bronze
	Starfleet Phaser Rifle Master	Kill 50 enemies with the Starfleet Phaser Rifle	10	Bronze
	Starfleet Type III Rifle Master	Kill 20 enemies with the Starfleet Type III Rifle	10	Bronze
	Striker Master	Kill 20 enemies with the Striker	10	Bronze
	Technologic	Cleared 30 minigames, including co-operative hacks, bypasses, and power reroutes	10	Bronze
	The Whole Story	Found all audio logs	50	Gold
	Tricorder Tinkerer	Bought all upgrades for the tricorder	30	Bronze
	Vulcan Pulse Cannon Master	Kill 50 enemies with the Vulcan Pulse Cannon	10	Bronze
	Vulcan Repeater Master	Kill 100 enemies with the Vulcan Repeater	10	Bronze
	Vulcan Repeater Tinkerer	Bought all upgrades for the Vulcan Repeater	30	Bronze
	Weapon Experimenter	Connect every weapon's alternate fire with enemies	30	Bronze
	Well Done Captain	Completed the game on any difficulty setting	30	Silver

Achievements AND Trophies Secrets

Icon	Name	Criteria	Gamerscore	Trophy
	Arena	As Kirk, get a Gorn enemy to melee you	10	Bronze
	Beat Enterprise Capture	Completed the Enterprise Capture chapter on any difficulty	20	Bronze
	Beat Frontier Starbase	Completed the Frontier Starbase chapter on any difficulty	20	Bronze
	Beat Gorn Planet and The Trials	Completed the Gorn Planet and The Trials chapters on any difficulty	20	Bronze
	Beat Helios-1	Completed the Helios-1 chapter on any difficulty	20	Bronze
	Beat Mothership	Completed the Mothership chapter on any difficulty	20	Bronze
	Beat New Vulcan	Completed the New Vulcan chapter on any difficulty	20	Bronze
	Beat Space Battle	Completed the Space Battle chapter on any difficulty	20	Bronze
	Beat Volatile Cargo and Flashback	Completed the Volatile Cargo and Flashback chapters on any difficulty	20	Bronze
	Conquer Star Trek (PS3 Only)	Acquired all Trophies	N/A	Platinum
	Down But Not Out	Kill three enemies while in a single downed state	10	Bronze
	Go Team!	Kill or take down an enemy that your teammate (AI or co-op player) has stunned	10	Bronze
	I Have Been, and Always Shall Be, Your Friend	As Spock, bleed out during a downed state, leaving Kirk alone and failing the mission	10	Bronze
	I'll Cover You!	Order your teammate (AI or co-op player) and have him complete five bypasses in a row	10	Bronze
	My Robot Friend	Hack an enemy drone to your side and have it kill another enemy	10	Bronze
	One Man Army	Kill three enemies while your teammate (AI or co-op player) is in a downed state	10	Bronze

Achievement and Trophies Videos

Are You Not Entertained

Video is restricted

Captains Phaser Tinkerer

Video is restricted

Go Team

Video is restricted

My Robot Friend

Video is restricted

Non-Lethal Master

Video is restricted

Ravager Master

Video is restricted

Starfleet Phaser Rifle

Video is restricted

Technologic

Video is restricted

Weapon Experimenter

Video is restricted

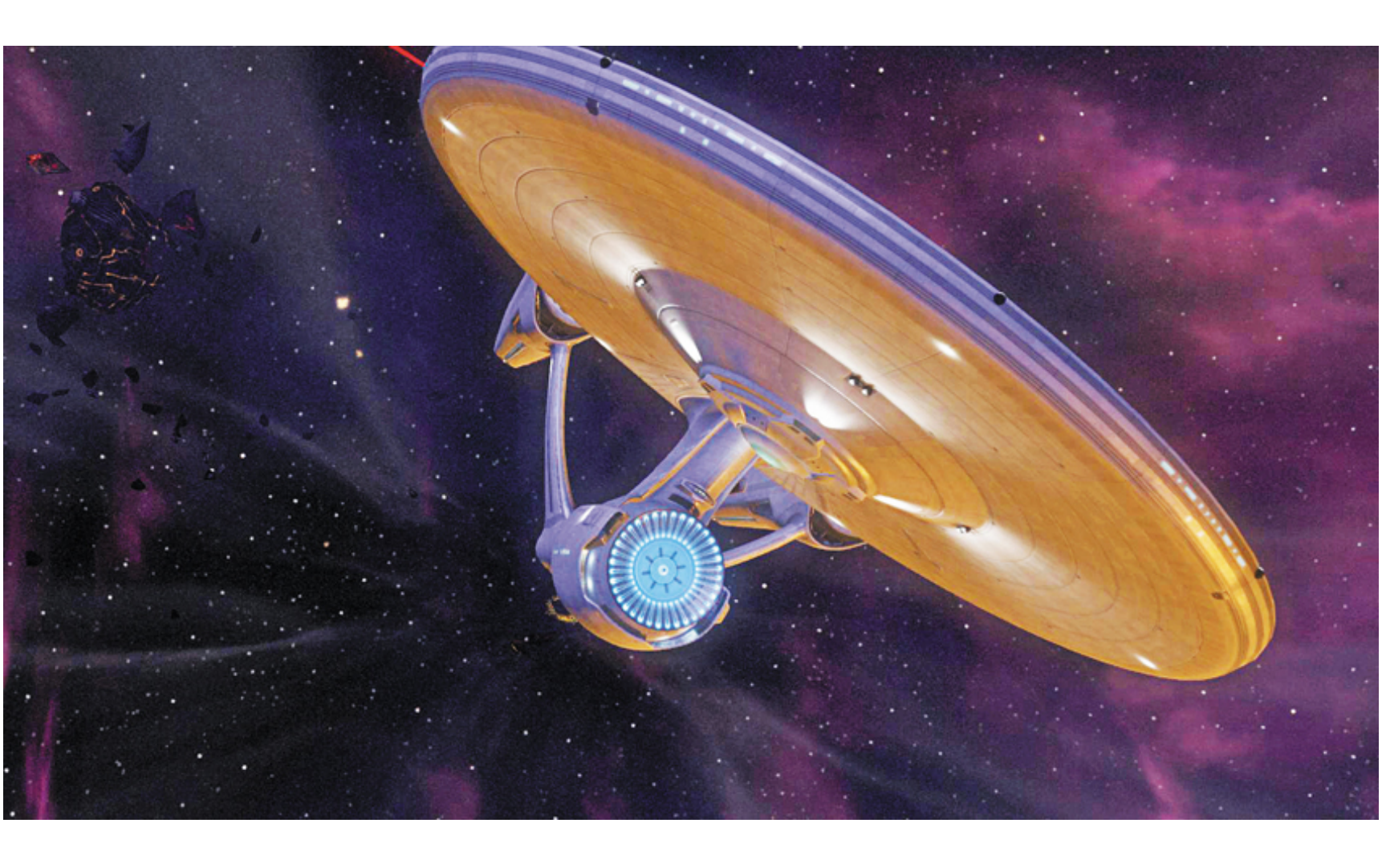
Chapter 1: Boldly Go

Boldly Go

Following the destruction of the Vulcan homeworld, Vulcan scientists are hard at work establishing a colony on New Vulcan. With the help of an experimental piece of technology known as the Helios Device, the scientists hope to terraform the planet, creating a home for the few remaining Vulcans. But when activated, the Helios Device creates a rip in the fabric of space time, leading to an attack by an unknown alien race emerging from the anomaly. It's up to Captain Kirk, First Officer Spock and the crew of the Enterprise to confront this new threat, preventing the Helios Device from falling into enemy hands. The future of the Vulcan people and the entire Federation is at stake.

Boldly Go

Chapter Summary



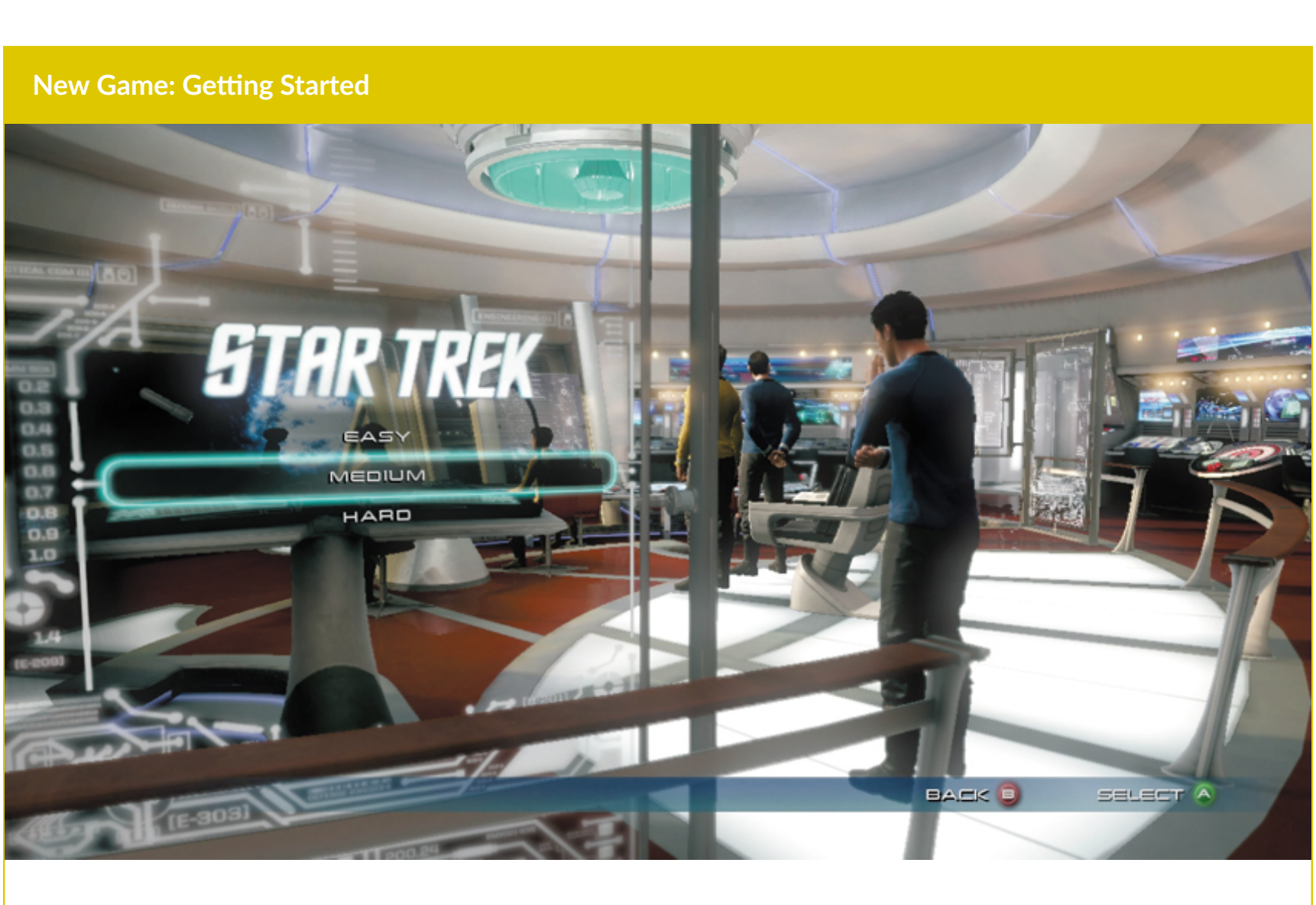
The beginning of a grand adventure for the crew of the U.S.S. Enterprise: to boldly go where no one has gone before.

Collectables: None

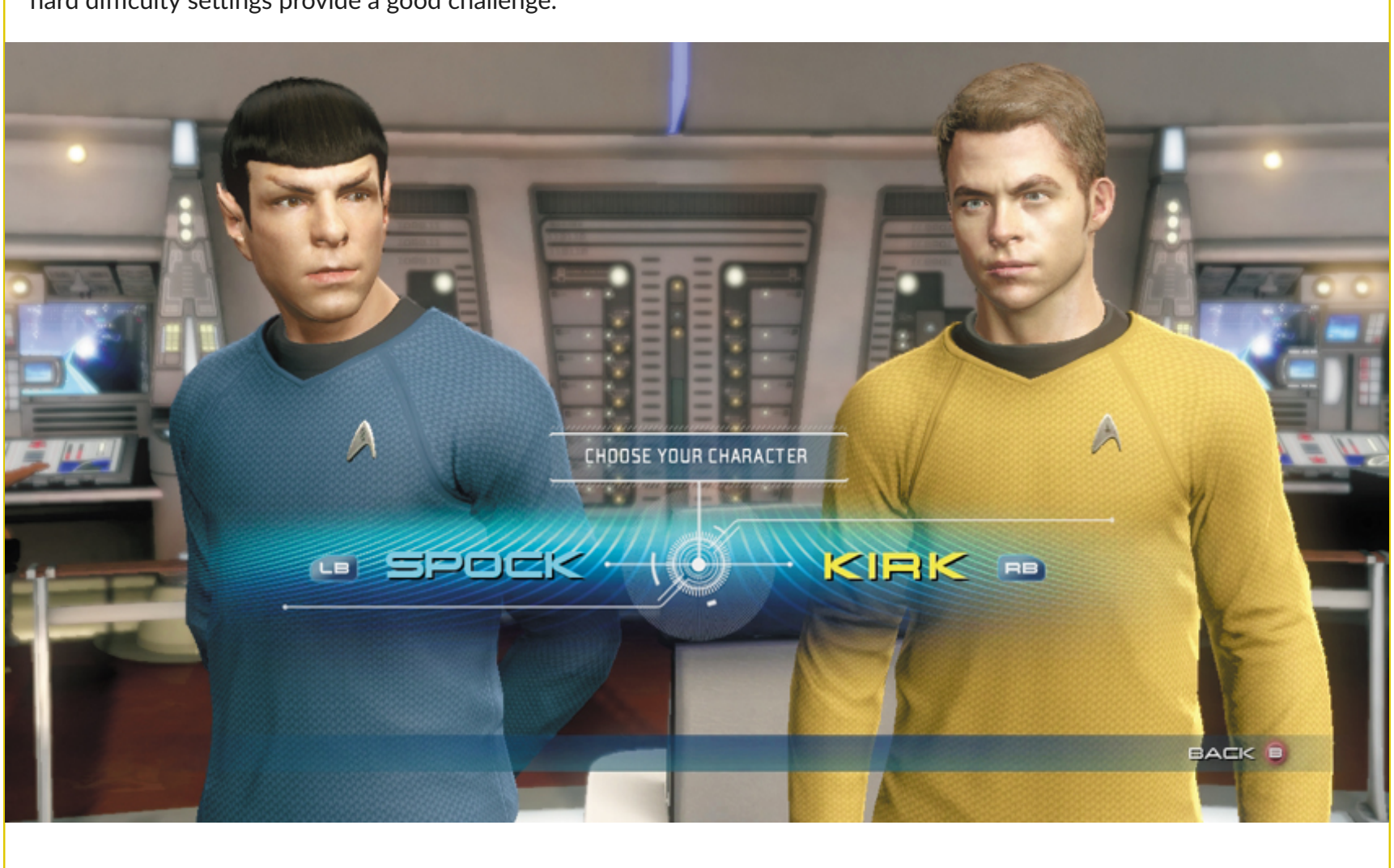
Achievements/Trophies

Icon	Name	Criteria	Gamerscore	Trophy
	Away Team: Mission Initiated	Complete one chapter in co-operative play	10	Bronze

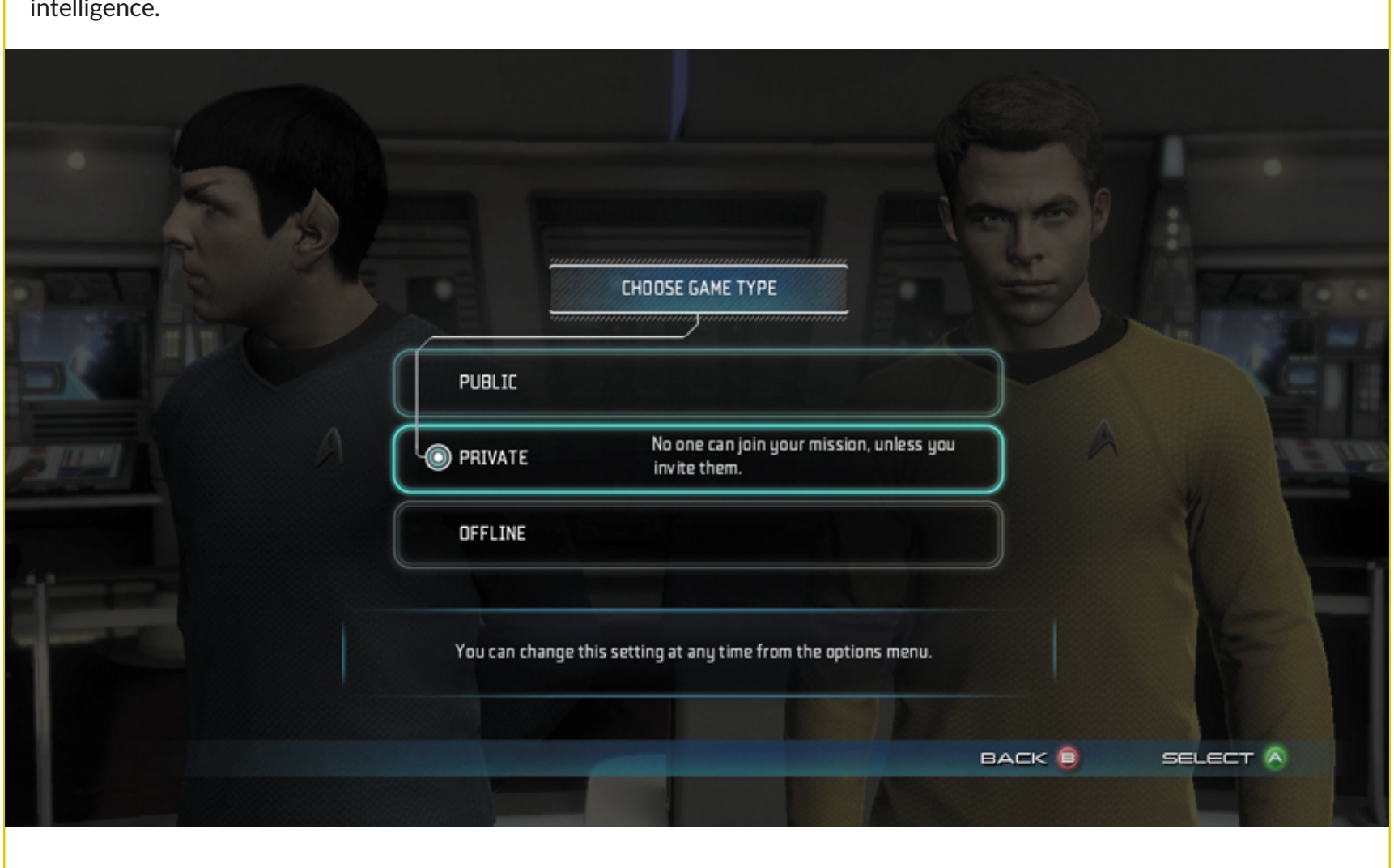
New Game: Getting Started



Ready to jump into action as a legendary Starfleet officer? You're only a few short steps away from beginning a thrilling adventure. But before rushing in, take a few moments to properly set up your game. Soon after selecting New Game from the main menu you're prompted to choose a difficulty setting—easy, medium, or hard. For the most part, the difficulty setting determines how much damage your character can take before he succumbs to his wounds. If you're completely new to first- or third-person action games, consider selecting easy. But if you're an action game veteran, the medium or hard difficulty settings provide a good challenge.



Next, it's time to select which character you wish to play as, Captain Kirk or First Officer Spock. Brash, bold, and clever, Kirk is the iconic captain of the U.S.S. Enterprise. First Officer Spock is more tactical, precise, and logical, and offers a much needed balance to Kirk's impulsive nature—Spock can also perform mind-melds on certain incapacitated enemies, which sometimes reveal secret door codes and other narrative elements. There are some instances where the two become separated and then have different gameplay experiences. Regardless of your choice, both characters are always present during this adventure. The character you don't choose will be controlled by another player or the game's artificial intelligence.

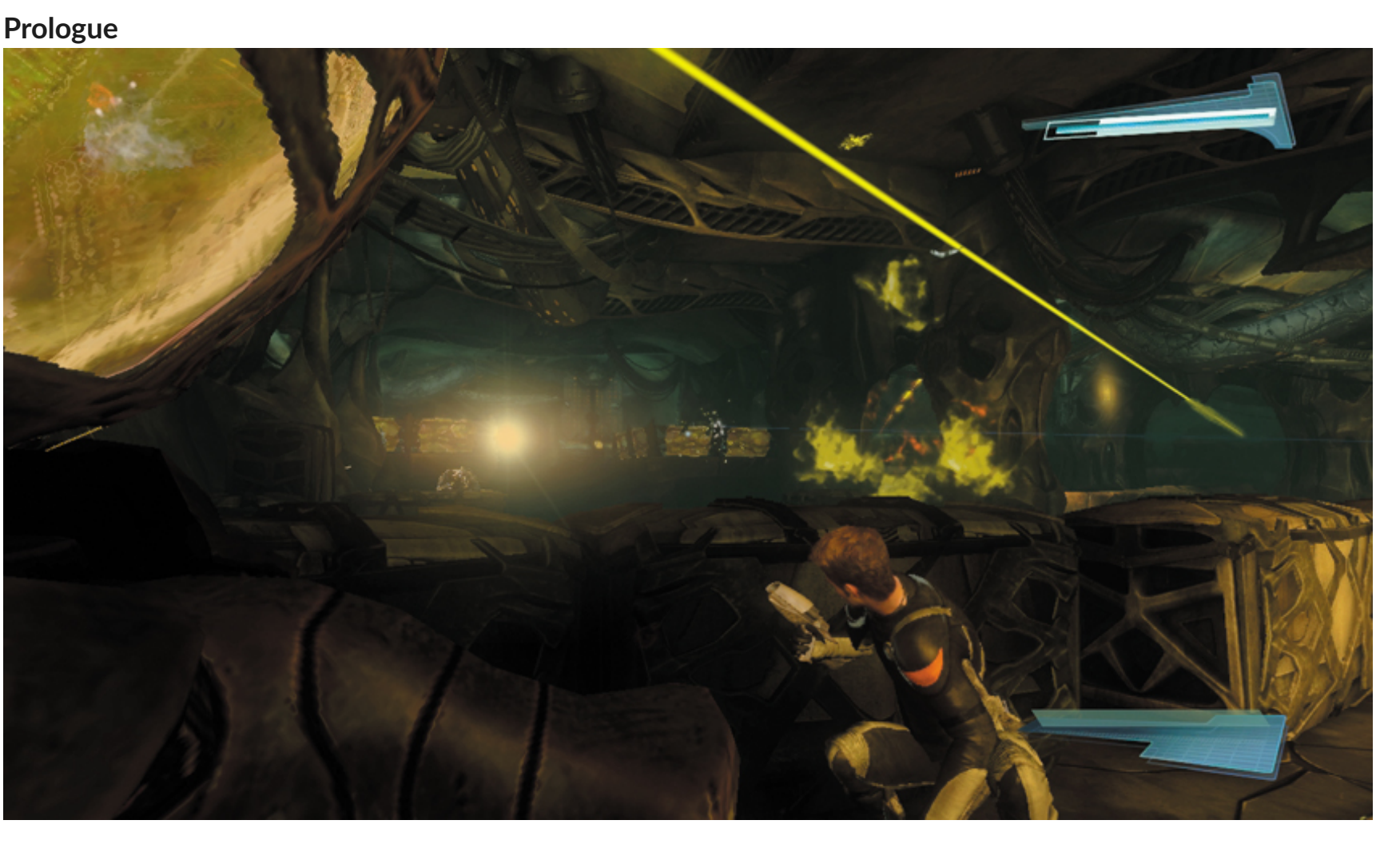


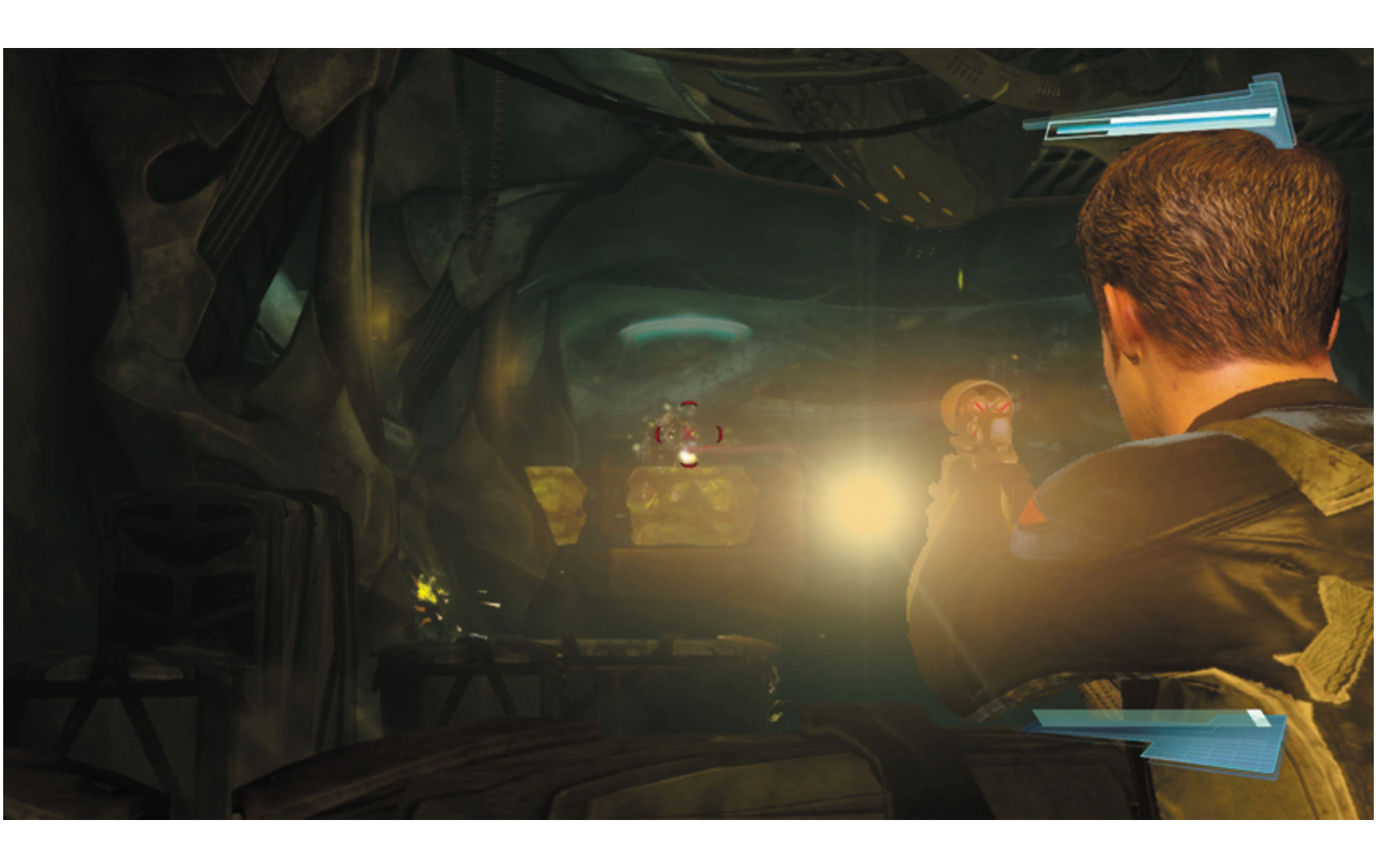
No one can join your mission, unless you invite them.

You can change this setting at any time from the options menu.

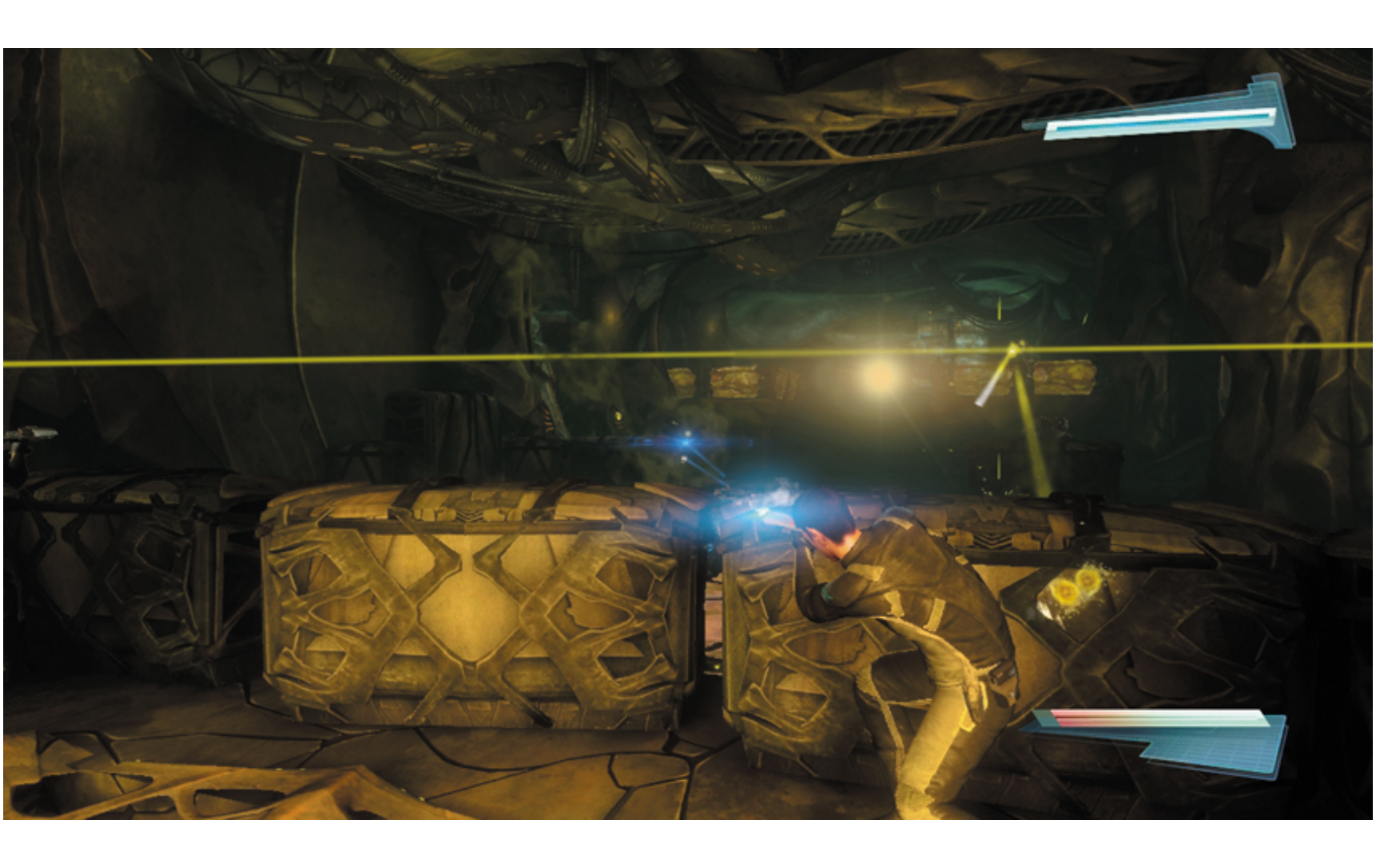
Now it's time to choose the game type. There are three choices: Public, Private, and Offline. If you choose to play a public game, any connected player can join your game at anytime and take control of the character you're not playing. The drop-in/drop-out nature of co-op makes it easy for random players to jump into your game at any point and give you a hand. During a Private game, you can limit who joins your game. When Private is selected, you must invite a player to your game before they can join. Or you can simply go it alone, with an Offline game. If you're not sure what kind of game you wish to play, select a Private game. This gives you the option of inviting friends into your game in the future. Or if you change your mind, the game type can be adjusted in the options menu later. With the game type selected you're ready to begin your adventure. Go out there and make Starfleet proud!

Prologue





Only seconds into the adventure, Kirk and Spock find themselves pinned down by an aggressive attack by an unknown force. During this opening sequence, your character is locked behind cover. While behind cover you cannot be hit by incoming direct fire. The on-screen directions show you which buttons to press to return fire. Before firing, take aim. While you are aiming, the camera switches to a third-person, over-the-shoulder view, and a white reticle appears in the center of the HUD. The reticle turns red when it's placed over an enemy, indicating a clear shot. But while aiming, you're also exposed to incoming fire—release the aim button to automatically drop back behind cover. Practice popping in and out of cover by aiming and firing at the distant enemies. The enemies are also hiding behind cover, so you may need to wait until they expose themselves to get a clear shot.



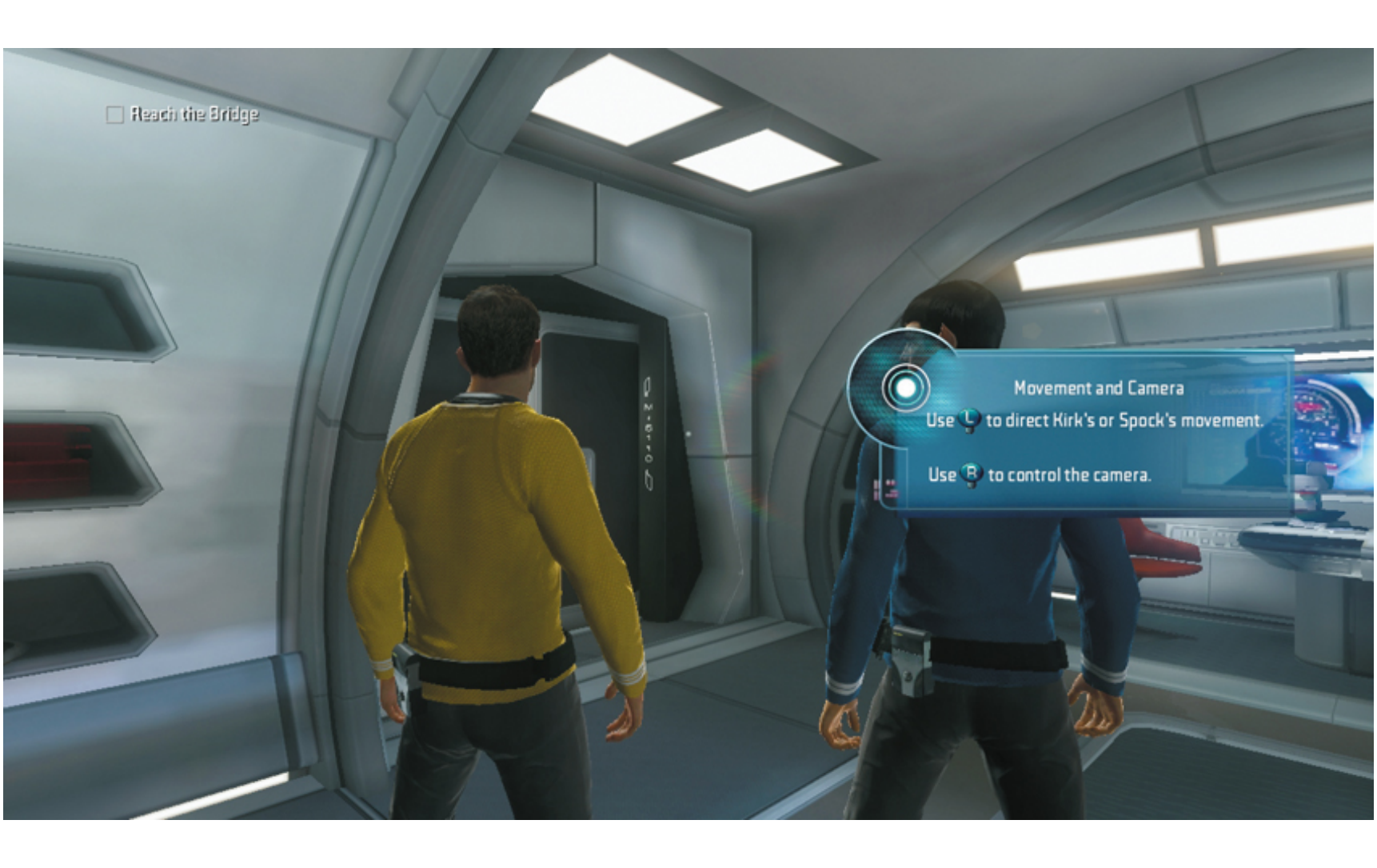
In addition to firing an aimed shot, you can also fire blindly over or around cover. This is far less accurate but allows you to return fire without exposing yourself. Use the white dot reticle in the center of the HUD to aim at a target then fire. Unlike the aiming reticle, this white dot does not turn red when placed over a target. But as long as the white dot is placed over an enemy, your shots will land nearby, potentially hitting the target. As you rapidly fire your phaser, take note of the meter in the bottom right corner of the HUD. This is your weapon's heat gauge, filling from right to left. The faster you fire the weapon, the faster your weapon will overheat. If the gauge fills completely, your phaser will become inoperable for a few seconds while it cools down. Slow down your rate of fire to prevent overheating, or simply keep an eye on the heat gauge and lay off the trigger when the phaser is close to overheating. Since blind fire is less accurate, you're more likely to overheat your phaser during these tense situations.

Only a few seconds into the firefight, Spock calls out an incoming grenade—then everything goes black. Spock and Kirk awake to find themselves in a large arena-like enclosure. But something is clearly wrong with Spock, which is indicated by an anomaly in his left eye. Spock gets to his feet and immediately walks toward Kirk at a brisk pace. Kirk seems to realize there's something wrong with his first officer and braces himself for a fight. When the two are within a few feet of each other, they both throw a punch and the scene fades to white....

Enterprise

Eight hours earlier, the two are seen on the Enterprise enjoying a friendly game of three-dimensional chess in Spock's quarters. Spock patiently waits for Kirk to complete his turn, then quickly capitalizes on his Captain's errant move. But the game is interrupted by a message from the Bridge—the Enterprise has received an emergency signal from a nearby space station. Since they have been summoned to the Bridge, Spock gives Kirk the chance to concede, but Kirk isn't ready to give up just yet.

New Objective: Reach the Bridge

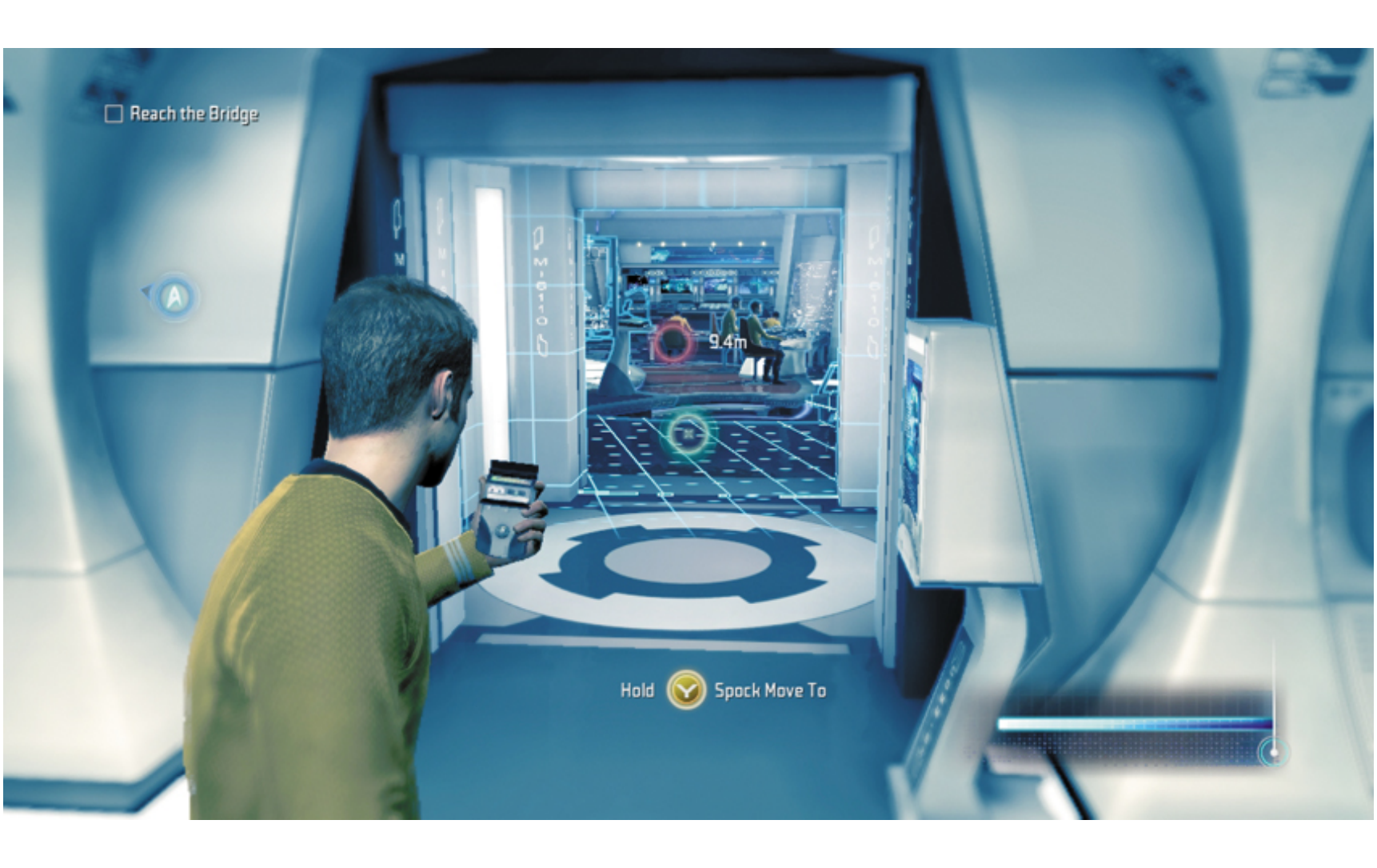


Movement and Camera

Use to direct Kirk's or Spock's movement.

Use to control the camera.

While in Spock's quarters, take a moment to familiarize yourself with the basic movement controls, which are shown on-screen. Experiment with moving your chosen character around the room while manipulating the camera angle. The camera can be rotated a full 360 degrees around your character, which allows you to get a good view of your surroundings without moving. But it's easiest to keep the camera situated behind your character while moving.



Step out of Spock's quarters and into the adjoining corridor. Your character can move at various speeds based on how far you move the movement control stick. Nudge the stick slightly up to make your character walk. Or push the stick all the way up to break into a run. Eventually you're prompted to access your tricorder. Press and hold the button shown on-screen to activate the tricorder. When the tricorder is active, the screen is washed in a blue tint and a new reticle appears in the center of the HUD. Aiming the tricorder is similar to aiming a phaser. Point it at various objects to gain more information. You will also see a red marker on the HUD that indicates your current waypoint—this is where you need to go next. While the tricorder is active you can also order your AI-controlled teammate to move to a specific point. Continue down the corridor, following the waypoint marker to the Bridge.

Bridge

Upon entering the Bridge, Communications Officer Uhura reports that radiation from the nearby binary stars is making communication with the distressed space station difficult. Chekov, the Enterprise's navigator, adds that the station is operating under emergency power and struggling to maintain altitude. But a transporter evacuation isn't possible—Chief Engineer Scott reports that the stars are creating too much interference to safely beam the space station crew aboard. With no other viable options available, Kirk decides to pay a visit to the space station himself, despite Spock's concerns.

Note

Before entering the Turbolift, speak with Uhura, Chekov, and Sulu on the Bridge. The conversation differs based on which character you're playing as.

New Objective: Reach Shuttle Bay

Following the cinematic, step inside the Bridge's Turbolift, an elevator-like transportation system capable of traveling up, down, left, and right throughout the ship. Hold down the button shown on-screen to activate the Turbolift. Before the Turbolift can move, you must wait for your partner to enter; the Turbolift will not move until you're both inside. Spock continues his protest during the short trip to the Shuttle Bay. But Kirk brushes aside Spock's concerns, suggesting a change of scenery will do him some good.

Shuttle Bay

New Objective: Enter Shuttle

By the time Kirk and Spock reach the Shuttle Bay, Chief Engineer Scott has prepared a shuttle. Scott echoes Spock's concerns, suggesting he could handle the job along with some recruits. Kirk reassures Scotty that he'll be fine. Activate your tricorder to get a reading on the shuttle's location. Follow the waypoint marker to a doorway. Kirk and Spock automatically enter and don their environmental suits.

☑ Enter the Shuttle
12408
F72-01A
12408

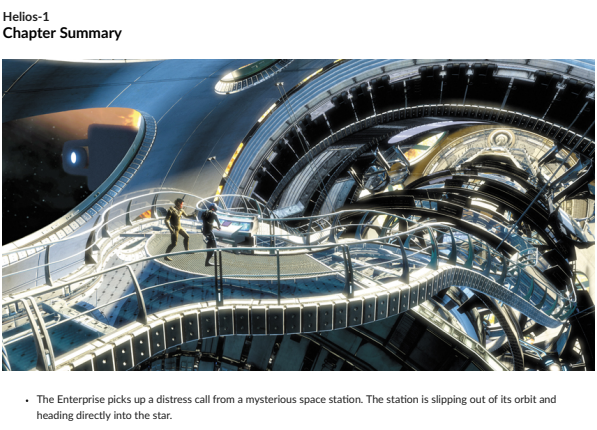
Step through the next doorway and follow the walkway to the waiting shuttle. En route to the space station, Enterprise Helmsman Sulu reports that he's picking up high levels of radiation from two binary stars. Kirk is unsure how the station is still operational given its close proximity to the stars. Spock notices that the station is equipped with solar collectors. Kirk continues to wonder what an experimental power station is doing out in the middle of nowhere. Whatever is happening out here, Starfleet has no record of this space station or its mission. It's time to take a closer look.

Chapter 2: Helios-1

Helios-1

Helios-1

Chapter Summary



- The Enterprise picks up a distress call from a mysterious space station. The station is slipping out of its orbit and heading directly into the star.

Note

Many of the achievements and trophies listed here cannot be earned in this chapter. However, progress toward these listed achievements and trophies can be begin in this chapter.

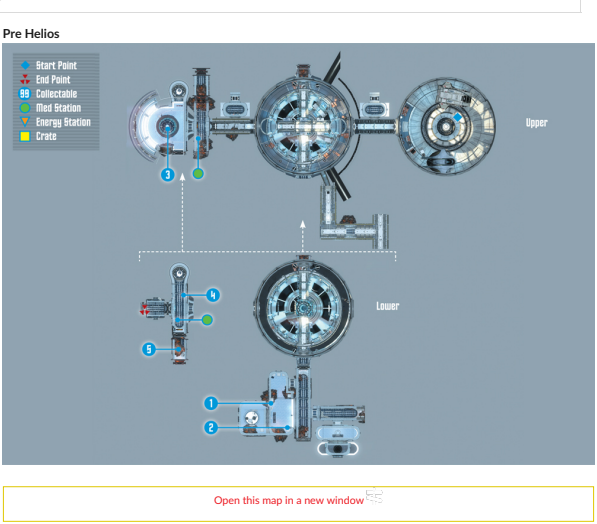
Collectables

#	Name
1	Vulcan Hypospray
2	T'Mar's Audio Log #1
3	Helios Engineering Schematic
4	Surok's Audio Log #1
5	Tribble (1 of 7)
6	T'Mar's Audio Log #2
7	Helios Control Cluster

Achievements/Trophies

Icon	Name	Criteria	Gamerscore	Trophy
	Listening In (Start)	Found half of all audio logs	20	Bronze
	The Whole Story (Start)	Found all audio logs	50	Gold
	Researcher (Start)	Found half of all research items	20	Bronze
	Fascinating (Start)	Found all research items	50	Gold
	I'll Cover You! (Start)	Order your teammate (AI or co-op player) and have him complete 5 bypasses in a row	10	Bronze
	Technologic (Start)	Cleared 30 minigames including co-operative hacks, bypasses, and power reroutes	10	Bronze
	Beat Helios-1	Completed the Helios-1 chapter on any difficulty	20	Bronze

Pre Helios



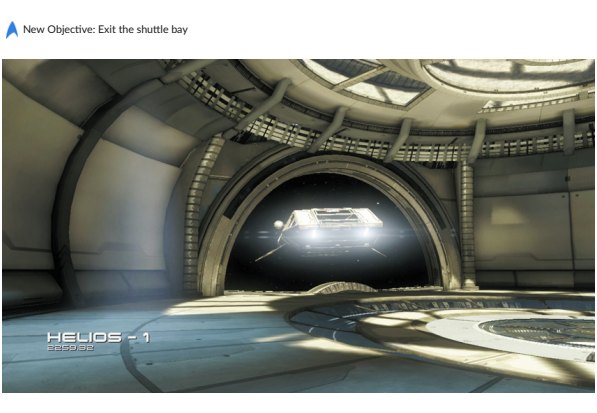
Open this map in a new window

Collectables Checklist

#	Name	Type	XP
1	Vulcan Hypospray	Research Data	100
2	T'Mar's Audio Log #1	Audio Log	50
3	Helios Engineering Schematic	Research Data	100
4	Surok's Audio Log #1	Audio Log	50
5	Tribble (1 of 7)	Tribble	250

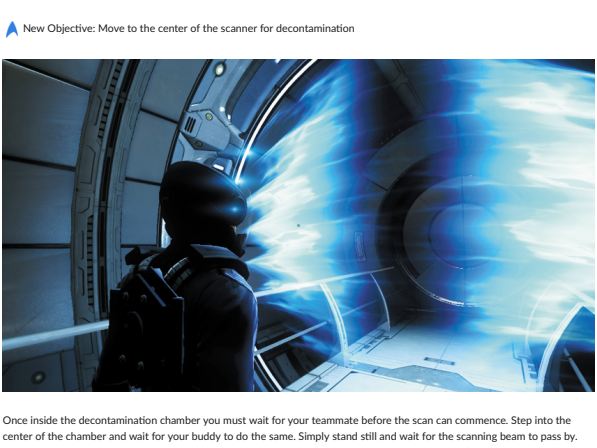
Space Station

New Objective: Exit the shuttle bay



As the shuttle sets down inside space station's shuttle bay, Kirk orders Sulu to keep the engines running. He has no intention of staying onboard this doomed station any longer than necessary. As you regain control of your character, move toward the circular doorway on the opposite side of the shuttle bay. After you take only a few steps forward, an explosion rocks the space station, causing you to stumble backward. Once you regain your footing, proceed through the circular doorway and into the decontamination chamber.

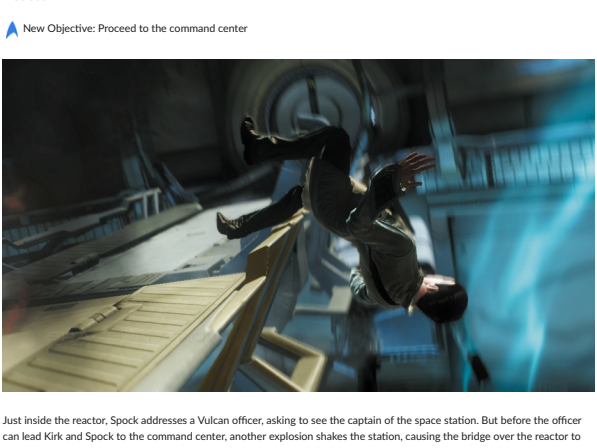
New Objective: Move to the center of the scanner for decontamination



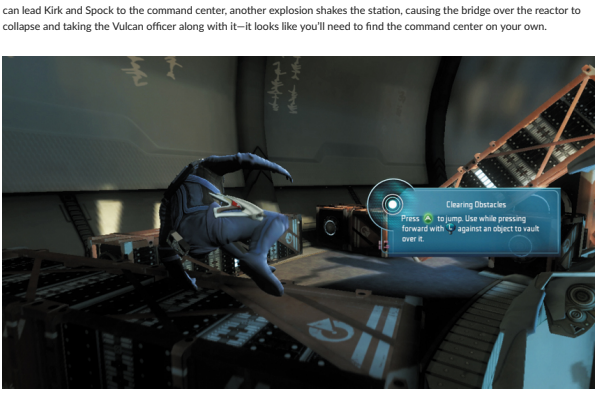
Once inside the decontamination chamber you must wait for your teammate before the scan can commence. Step into the center of the chamber and wait for your buddy to do the same. Simply stand still and wait for the scanning beam to pass by. Once the scan is complete, the door at the end of the chamber opens, allowing access to the station's reactor.

Reactor

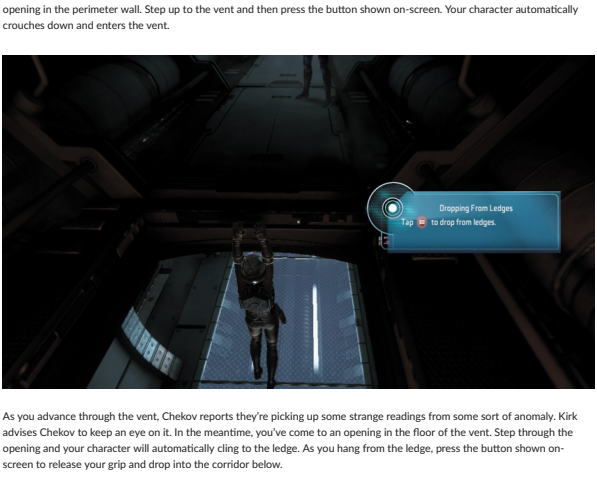
New Objective: Proceed to the command center



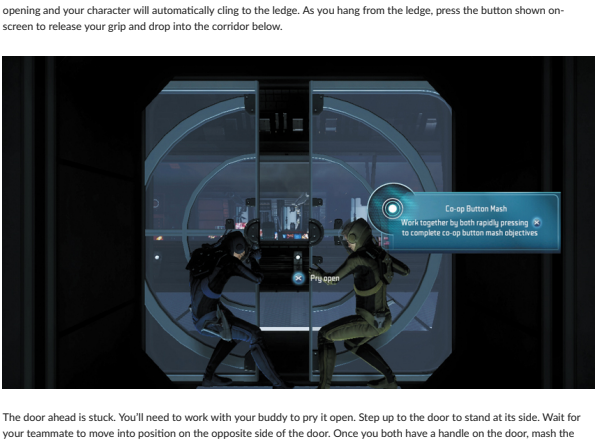
Just inside the reactor, Spock addresses a Vulcan officer, asking to see the captain of the space station. But before the officer can lead Kirk and Spock to the command center, another explosion shakes the station, causing the bridge over the reactor to collapse and taking the Vulcan officer along with it—it looks like you'll need to find the command center on your own.



Following the cinematic, turn to the left toward a jumble of scattered crates. Follow the on-screen directions to vault over the crates along the reactor's perimeter pathway. You need to leap over three crates, stopping when you come to a small vent opening in the perimeter wall. Step up to the vent and then press the button shown on-screen. Your character automatically crouches down and enters the vent.



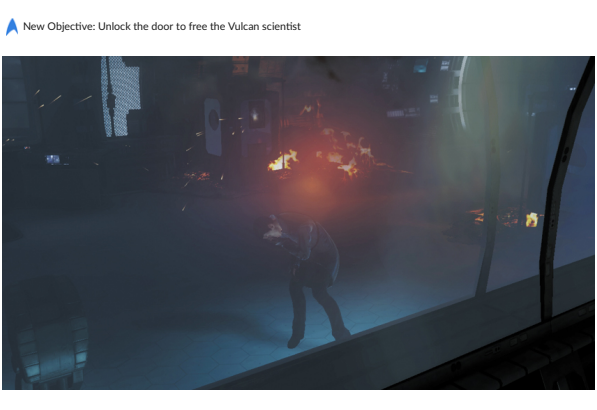
As you advance through the vent, Chekov reports they're picking up some strange readings from some sort of anomaly. Kirk advises Chekov to keep an eye on it. In the meantime, you've come to an opening in the floor of the vent. Step through the opening and your character will automatically cling to the ledge. As you hang from the ledge, press the button shown on-screen to release your grip and drop into the corridor below.

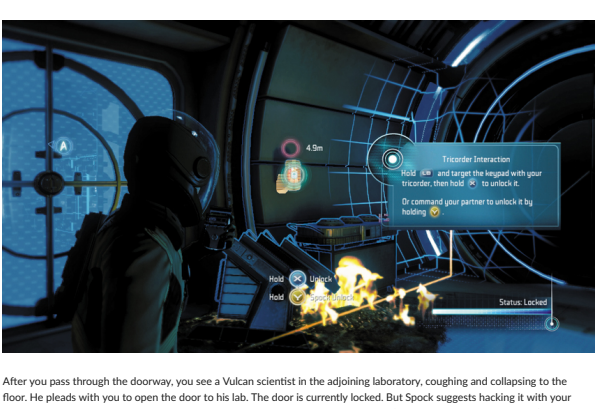


The door ahead is stuck. You'll need to work with your buddy to pry it open. Step up to the door to stand at its side. Wait for your teammate to move into position on the opposite side of the door. Once you both have a handle on the door, mash the button shown on-screen to pry the door open.

Laboratory

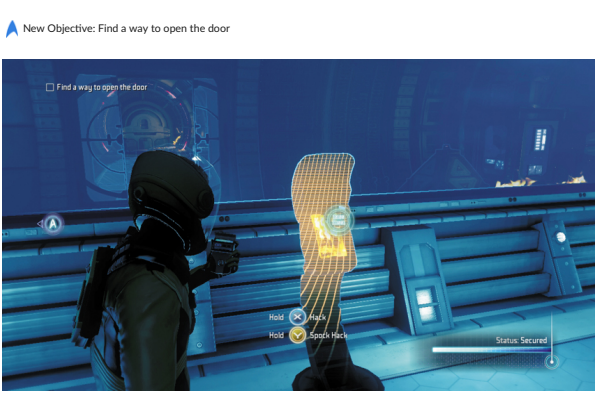
New Objective: Unlock the door to free the Vulcan scientist

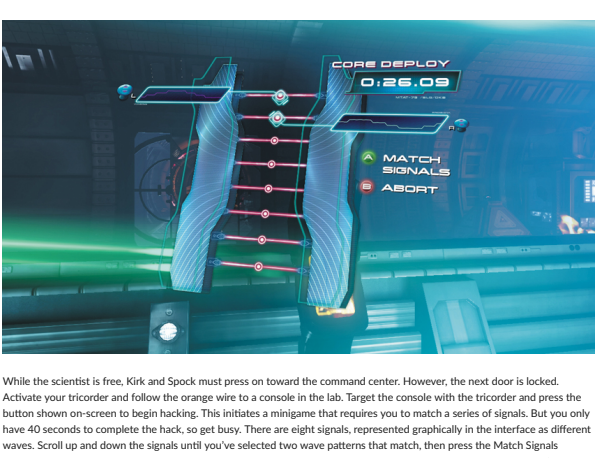




After you pass through the doorway, you see a Vulcan scientist in the adjoining laboratory, coughing and collapsing to the floor. He pleads with you to open the door to his lab. The door is currently locked. But Spock suggests hacking it with your tricorder. Activate your tricorder and move toward the red lighted panel on the door's right side. Place the tricorder's reticle directly over the red panel. You can now unlock the door by pressing the button shown on-screen. Alternatively, you can order your teammate to unlock the door. Once the door is unlocked, enter the lab and approach the Vulcan scientist. As you approach, the scientist gets to his feet and thanks you. Spock orders the scientist to head for the shuttle bay for immediate evacuation. Spock notes that all of the space station's crew appear to be Vulcan. With fewer than 10,000 Vulcans remaining following the destruction of Vulcan, he questions the logic of putting so many on an experimental power station.

New Objective: Find a way to open the door

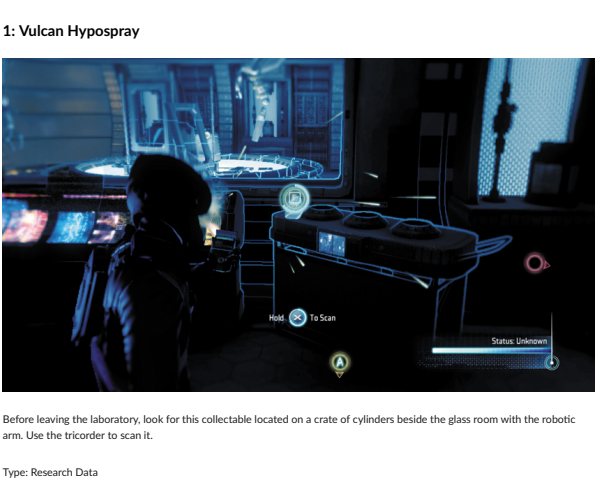




While the scientist is free, Kirk and Spock must press on toward the command center. However, the next door is locked. Activate your tricorder and follow the orange wire to a console in the lab. Target the console with the tricorder and press the button shown on-screen to begin hacking. This initiates a minigame that requires you to match a series of signals. But you only have 40 seconds to complete the hack, so get busy. There are eight signals, represented graphically in the interface as different waves. Scroll up and down the signals until you've selected two wave patterns that match, then press the Match Signals button, shown on-screen. Repeat the same steps for the remaining three signal pairs to complete the hack. If you don't complete the hack within the allotted time, you will need to start over, reinitiating the hack with the tricorder. Successfully completing the hack unlocks the door and nets you 100 XP.

XP are awarded for completing certain tasks and for finding collectables. Accumulated XP can be spent on equipment upgrades. But you'll need more than 100 XP to purchase your first upgrade. Fortunately, you can score a few more XP by scanning two collectables hidden within the laboratory using your tricorder.

1: Vulcan Hypospray



Before leaving the laboratory, look for this collectable located on a crate of cylinders beside the glass room with the robotic arm. Use the tricorder to scan it.

Type: Research Data

Set: Helios-1/Helios Station

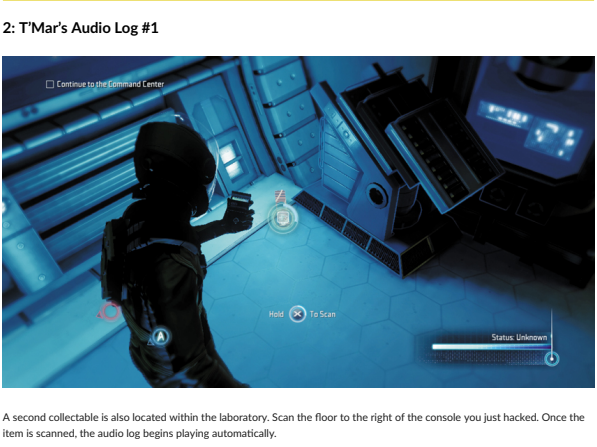
XP: 100

Log Entry: A Vulcan Hypospray. And like standard-issue Federation hyposprays, it's something I'd just as soon avoid, thank you very much. Yes, it's supposed to be less invasive than a needle, but medicine is still medicine, and the less time I need to spend under Dr. McCoy's watchful eye the better.

Note

All research data and Tribble log entries are written by Enterprise Chief Engineer Montgomery Scott, better known as Scotty. Mr. Scott has plenty to say on a wide range of topics. Audio logs are recorded by different characters, as indicated by the name on the log. These logs can be read or listened to by accessing the Research Data option from the game's pause menu.

2: T'Mar's Audio Log #1



A second collectable is also located within the laboratory. Scan the floor to the right of the console you just hacked. Once the item is scanned, the audio log begins playing automatically.

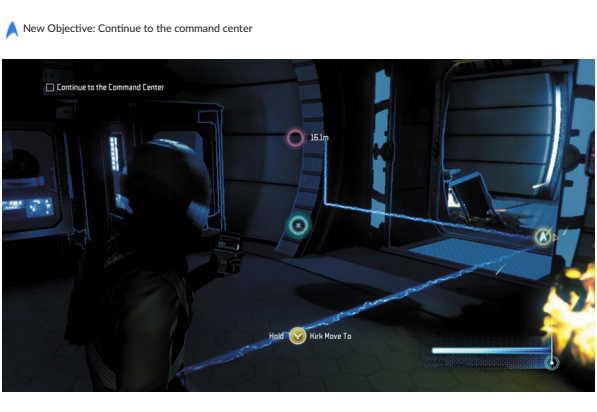
Type: Audio Log

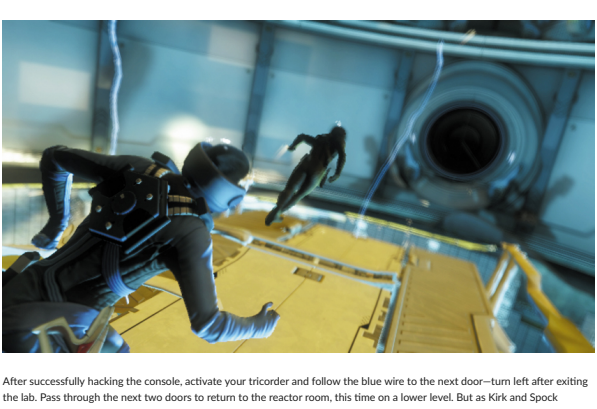
Set: Helios-1/Logs

XP: 50

Log Entry: Surok, can you hear me father? Helios has been activated ahead of schedule, but we have not finished our testing. It must have been Commodore Daniels's doing. He has been pushing us to activate the device. He does not understand the risks involved. Activating Helios before it is ready could be problematic. Father, please respond.

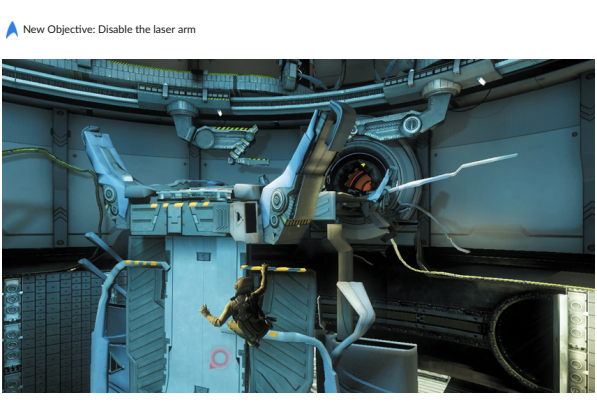
New Objective: Continue to the command center

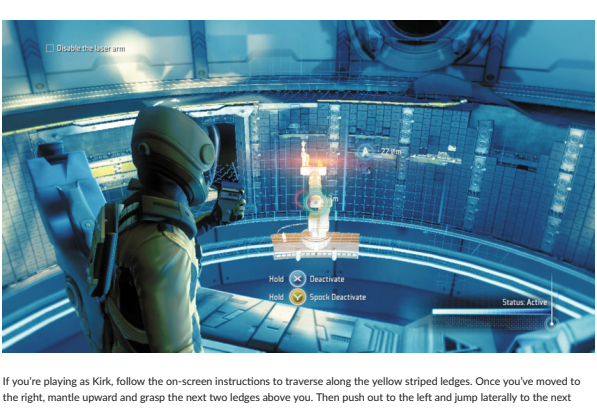




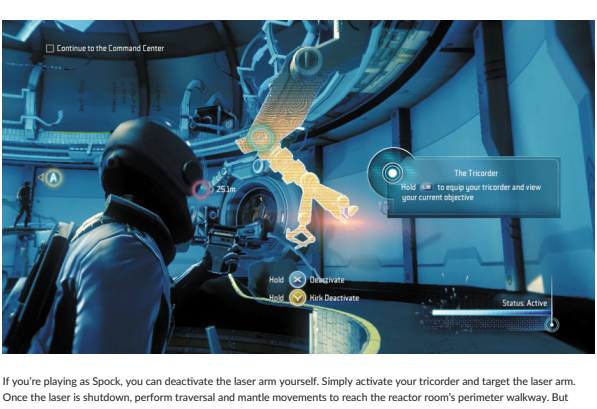
After successfully hacking the console, activate your tricorder and follow the blue wire to the next door—turn left after exiting the lab. Pass through the next two doors to return to the reactor room, this time on a lower level. But as Kirk and Spock attempt to cross the bridge spanning the room, the reactor releases a powerful pulse, causing the bridge to collapse. Kirk and Spock are thrown on opposite sides of the room. While Kirk grabs hold of the debris from the collapsed bridge, Spock clings to a ledge on the opposite side of the room. Not far from Spock's position, two laser arms have gone haywire, preventing Spock from advancing.

New Objective: Disable the laser arm



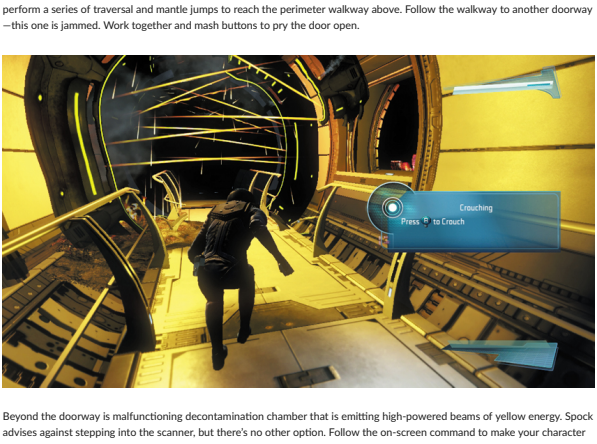


If you're playing as Kirk, follow the on-screen instructions to traverse along the yellow striped ledges. Once you've moved to the right, mantle upward and grasp the next two ledges above you. Then push out to the left and jump laterally to the next ledge. Finally, mantle upward one more time to reach an untouched span of the bridge. Once on your feet, turn toward Spock on the opposite side of the room. Activate your tricorder and deactivate the laser arm next to Spock. This allows Spock to advance and rejoin you.



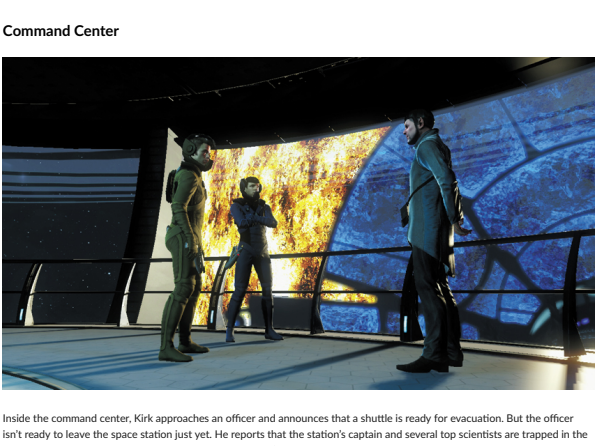
If you're playing as Spock, you can deactivate the laser arm yourself. Simply activate your tricorder and target the laser arm. Once the laser is shutdown, perform traversal and mantle movements to reach the reactor room's perimeter walkway. But there's one more laser arm in your way. As you near the next laser arm, use your tricorder to deactivate it. Once past the second laser arm, climb back onto the bridge where Kirk is waiting.

There's nowhere left to go on this level of the reactor room. So turn back to the doorway where you entered. This path is now blocked by debris. But look for the black-and-yellow striped ledge just above a stack of crates. Jump up to this ledge, then perform a series of traversal and mantle jumps to reach the perimeter walkway above. Follow the walkway to another doorway—this one is jammed. Work together and mash buttons to pry the door open.



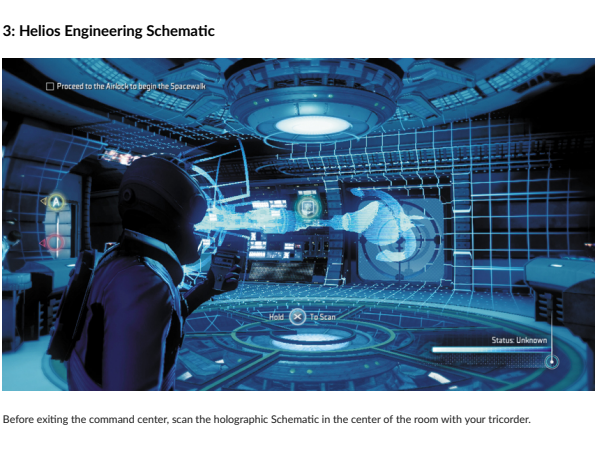
Beyond the doorway is malfunctioning decontamination chamber that is emitting high-powered beams of yellow energy. Spock advises against stepping into the scanner, but there's no other option. Follow the on-screen command to make your character crouch then pass beneath the beams in the chamber. Crouching not only reduces your profile, but it also allows you to move stealthily, which is ideal for sneaking around. Pass through the chamber and enter the next corridor. The command center is straight ahead.

Command Center



Inside the command center, Kirk approaches an officer and announces that a shuttle is ready for evacuation. But the officer isn't ready to leave the space station just yet. He reports that the station's captain and several top scientists are trapped in the transporter room on the other side of the station—he won't abandon them. Spock suggests going to the transporter room in an attempt to aid Scotty in establishing a manual lock on each evacuee. But the Vulcan officer has doubts, revealing that all interior corridors are blocked. When Kirk suggests an exterior approach, the officer advises against it—the station's solar shield is failing and direct exposure to the sun would be fatal. But Kirk sees no other option—it's time for a space walk!

3: Helios Engineering Schematic



Before exiting the command center, scan the holographic Schematic in the center of the room with your tricorder.

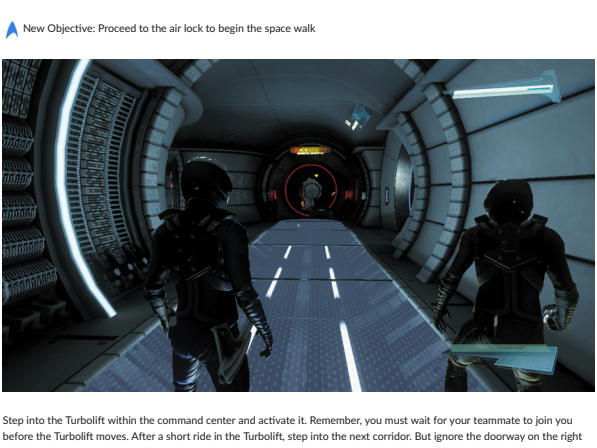
Type: Research Data

Set: Helios-1/Helios Station

XP: 100

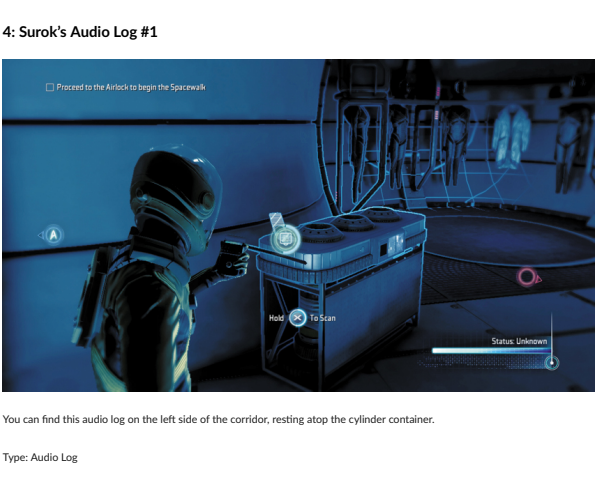
Log Entry: Holographic cross-section of the Helios Station intended for use by engineers to monitor station functions. I speak from extensive experience when I say that if any part of the holographic cross-section of anything starts blinking red very quickly ... you should make sure you have an escape shuttle ready and waiting.

New Objective: Proceed to the air lock to begin the space walk



Step into the Turbolift within the command center and activate it. Remember, you must wait for your teammate to join you before the Turbolift moves. After a short ride in the Turbolift, step into the next corridor. But ignore the doorway on the right for now. Instead, push forward toward the damaged doorway, marked with a yellow "Security" sign. There are a couple of collectables in this corridor.

4: Surok's Audio Log #1



You can find this audio log on the left side of the corridor, resting atop the cylinder container.

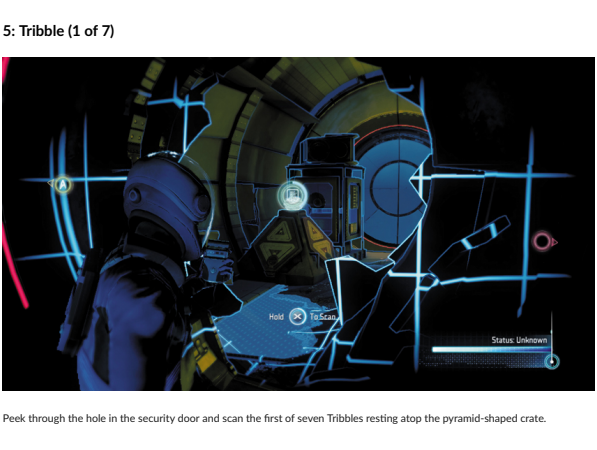
Type: Audio Log

Set: Helios-1/Logs

XP: 50

Log Entry: T'Mar, T'Mar, can you hear me? I'm detecting unusual activity aboard your station. Readings are inconclusive. Contact me as soon as you can.

5: Tribble (1 of 7)



Peek through the hole in the security door and scan the first of seven Tribbles resting atop the pyramid-shaped crate.

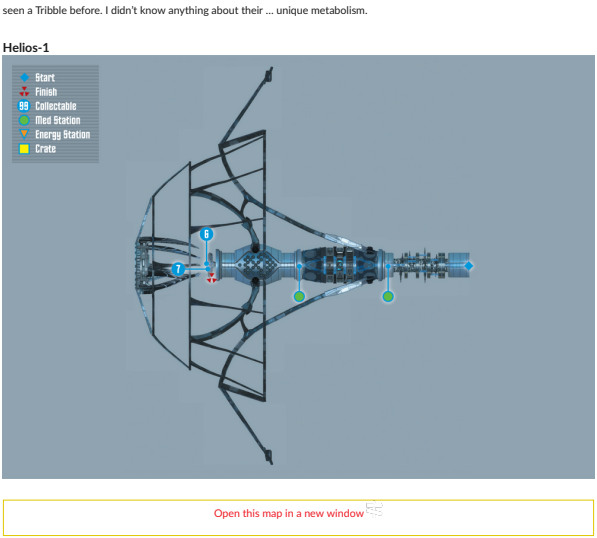
Type: Tribble

Set: Tribbles/Tribbles

XP: 250

Log Entry: Okay, I've heard lots of rumors flying around concerning "Scotty and the Tribble," so let me just take this opportunity to set the record straight. A few years ago I bought a Tribble off a shady trader named Jones. I'd just been assigned to the loneliest outpost in all of Starfleet, on the frozen mud ball of Delta Vega, and I thought it might be nice to have a pet. I'd never seen a Tribble before. I didn't know anything about their ... unique metabolism.

Helios-1

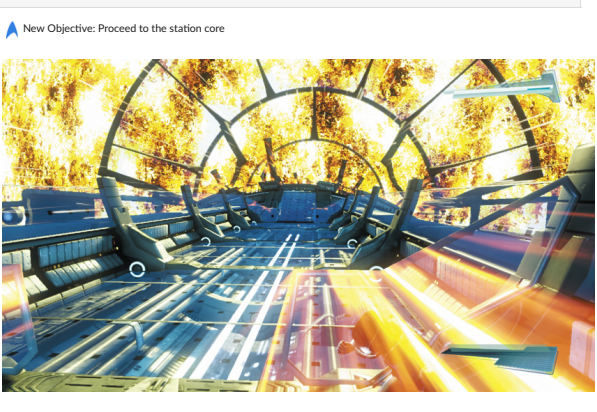


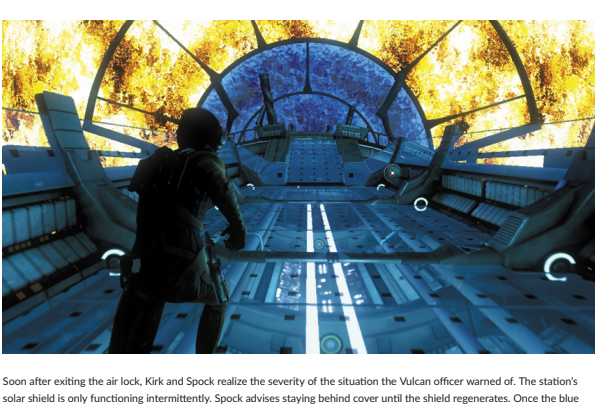
Open this map in a new window

Collectables Checklist

#	Name	Type	XP
6	T'Mar's Audio Log #2	Audio Log	50
7	Helios Control Cluster	Research Data	100

New Objective: Proceed to the station core

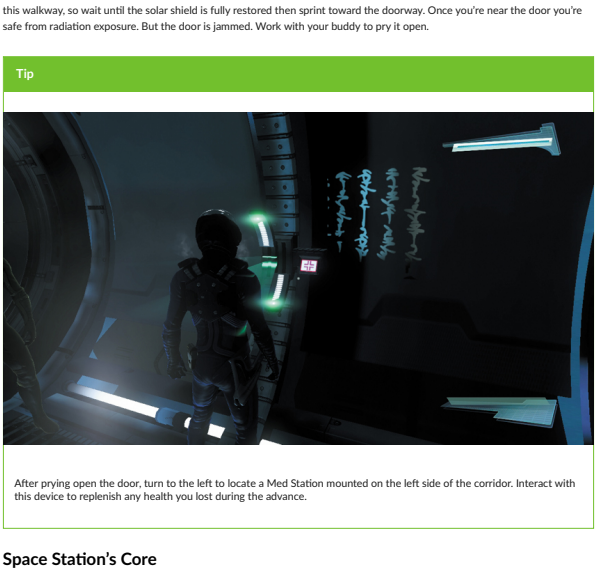




Soon after exiting the air lock, Kirk and Spock realize the severity of the situation the Vulcan officer warned of. The station's solar shield is only functioning intermittently. Spock advises staying behind cover until the shield regenerates. Once the blue shield is restored, exit cover and sprint toward the next piece of cover just ahead. The shield will only be active for a few seconds, so don't waste any time. If you get caught out in the open without cover, the radiation from the sun will quickly deplete your health.

Continue leapfrogging from one piece of cover to the next. There's no need to rush, so don't get too aggressive during your advances. It's possible to automatically advance from one piece of cover to the next. Simply push out toward a nearby piece of cover then press the hold the button shown on-screen to automatically make the transition. Your character will automatically dive or dash toward the marked piece of cover. Hold near the final walkway leading to the next door. There is no cover along this walkway, so wait until the solar shield is fully restored then sprint toward the doorway. Once you're near the door you're safe from radiation exposure. But the door is jammed. Work with your buddy to pry it open.

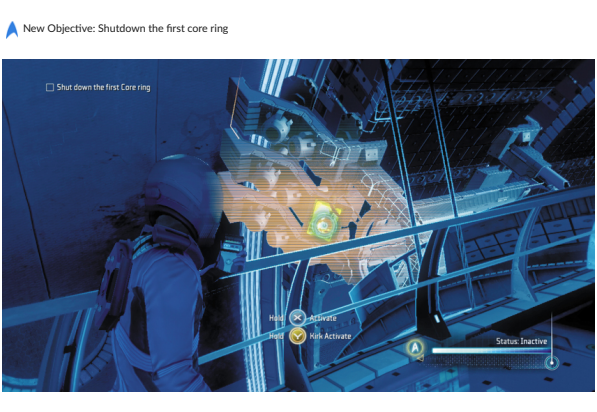
Tip

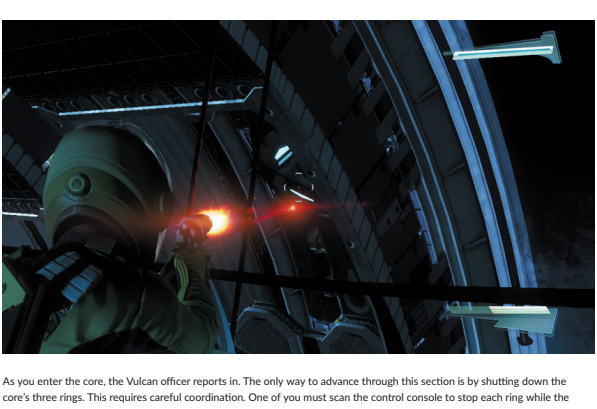


After prying open the door, turn to the left to locate a Med Station mounted on the left side of the corridor. Interact with this device to replenish any health you lost during the advance.

Space Station's Core

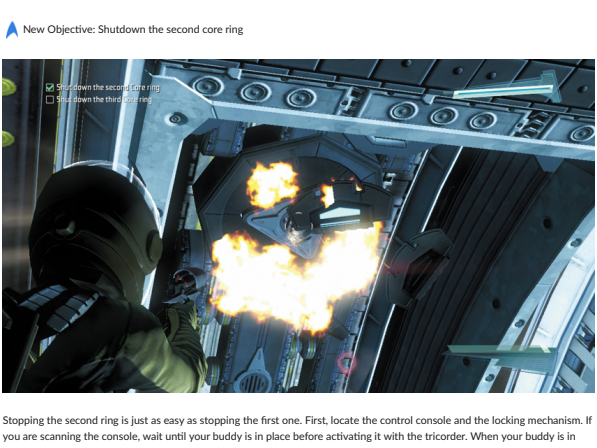
New Objective: Shutdown the first core ring





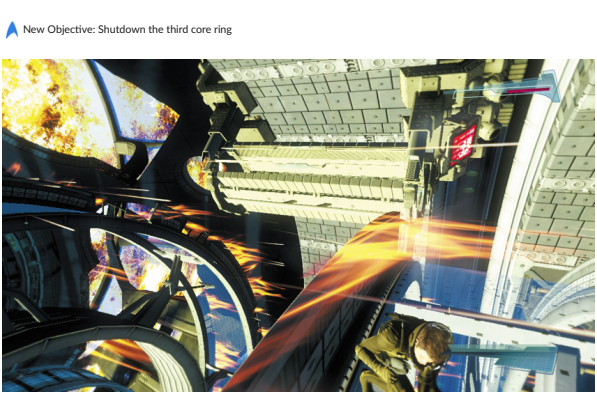
As you enter the core, the Vulcan officer reports in. The only way to advance through this section is by shutting down the core's three rings. This requires careful coordination. One of you must scan the control console to stop each ring while the other engages the locking mechanism by shooting it with a phaser. If you are playing with someone else, discuss who will complete each task. If you're charged with scanning the control console, look for the green panel and target it with the tricorder to temporarily stop the ring. If you're having trouble locating the locking mechanism, use the tricorder to find it; it appears as an orange piece just behind the rotating ring. Once the ring is stopped, a small hatch opens, allowing you to target the locking mechanism with your phaser. A direct hit on the locking mechanism causes the first ring to stop for good, which allows you to advance to the second ring.

New Objective: Shutdown the second core ring



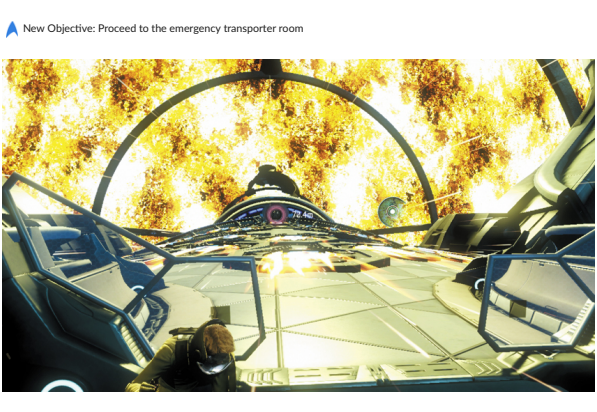
Stopping the second ring is just as easy as stopping the first one. First, locate the control console and the locking mechanism. If you are scanning the console, wait until your buddy is in place before activating it with the tricorder. When your buddy is in place, scan the console to stop the ring. If you're charged with shooting the locking mechanism, take aim and wait for the hatch to open before firing your phaser. With the second ring stopped, you can now advance to the third ring.

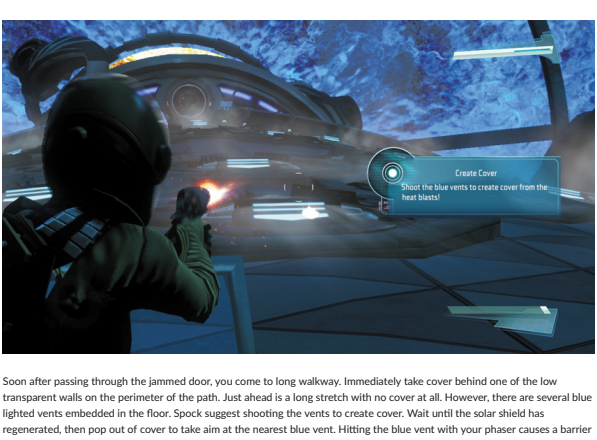
New Objective: Shutdown the third core ring



As you approach the third ring, you're exposed to radiation from the sun. Once again, seek cover and wait for the solar shield to regenerate before moving out into the open. Circle around the ringlike pathway until you can find both the control console and locking mechanism. If possible, stay behind cover while scanning the control console or shooting the locking mechanism. If you can't get a clear angle, move out of cover long enough to make your scan or shot while the solar shield is activated. Once the third ring is stopped, continue advancing through the core, stopping periodically to take cover from the sun's radiation. Look for a curved path leading toward a jammed door. You're safe from the radiation once you reach the door. Wait for your buddy to catch up, then work together to pry open the door.

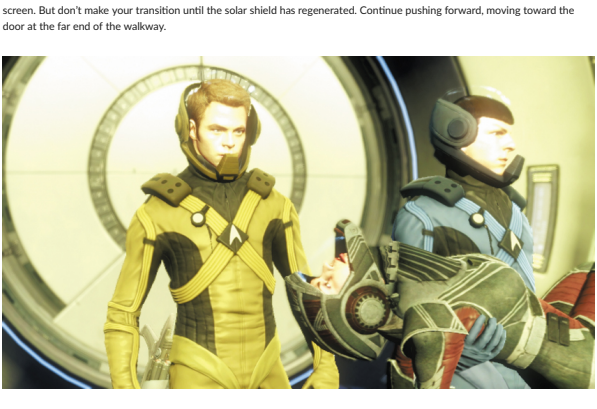
New Objective: Proceed to the emergency transporter room





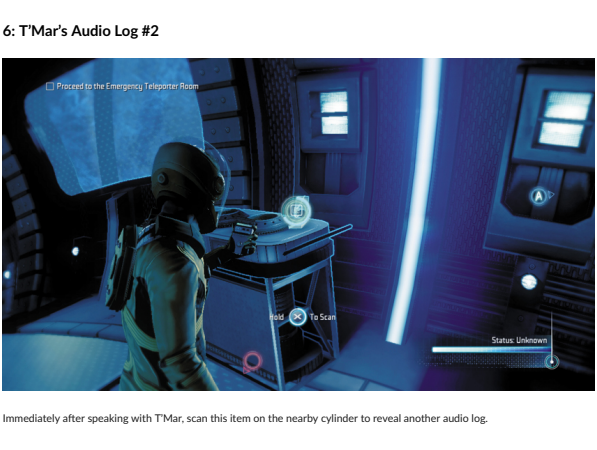
Soon after passing through the jammed door, you come to long walkway. Immediately take cover behind one of the low transparent walls on the perimeter of the path. Just ahead is a long stretch with no cover at all. However, there are several blue lighted vents embedded in the floor. Spock suggest shooting the vents to create cover. Wait until the solar shield has regenerated, then pop out of cover to take aim at the nearest blue vent. Hitting the blue vent with your phaser causes a barrier to emerge from the duct to provide you with a piece of cover. When the solar shield has regenerated, sprint to the new piece of cover.

Using your phaser, continue shooting vents in the floor to create new pieces of cover. However, not all vents are stable; some release fiery plumes instead of solid cover. So always plan out your movements before stepping out of cover. Once a nearby piece of cover is available, you can automatically transition to it by pushing out toward it and pressing the button shown on-screen. But don't make your transition until the solar shield has regenerated. Continue pushing forward, moving toward the door at the far end of the walkway.



When you reach the door, you find a scientist lying on the walkway. Spock indicates that the scientist is still alive. Spock picks up the scientist and follows Kirk through the nearby doorway, leading into a control room. One of the scientists in the room reports that the transporter is still unable to obtain a reliable signal. T'Mar, the station's captain, tells Spock that the station has experienced a complete loss of power and that the transporters are unreliable—there's no safe way to beam out. Even Scotty is incapable of obtaining a lock. T'Mar suggests heading for the transporter room, where they may have a better chance of boosting a signal for beaming off the station. Before chasing after T'Mar, hang around here to find a couple of collectables.

6: T'Mar's Audio Log #2



Immediately after speaking with T'Mar, scan this item on the nearby cylinder to reveal another audio log.

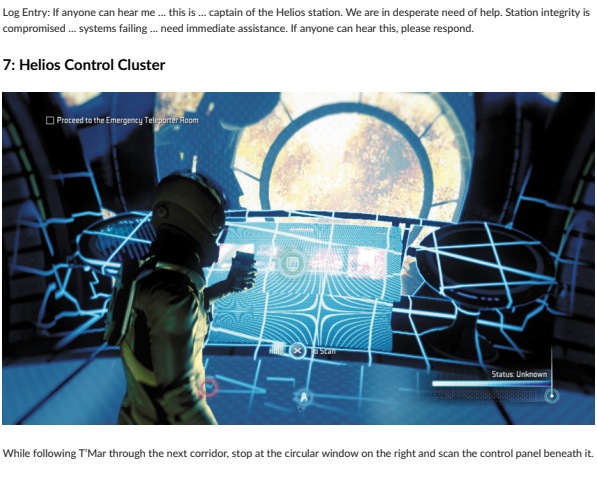
Type: Audio Log

Set: Helios-1/Logs

XP: 50

Log Entry: If anyone can hear me ... this is ... captain of the Helios station. We are in desperate need of help. Station integrity is compromised ... systems failing ... need immediate assistance. If anyone can hear this, please respond.

7: Helios Control Cluster



While following T'Mar through the next corridor, stop at the circular window on the right and scan the control panel beneath it.

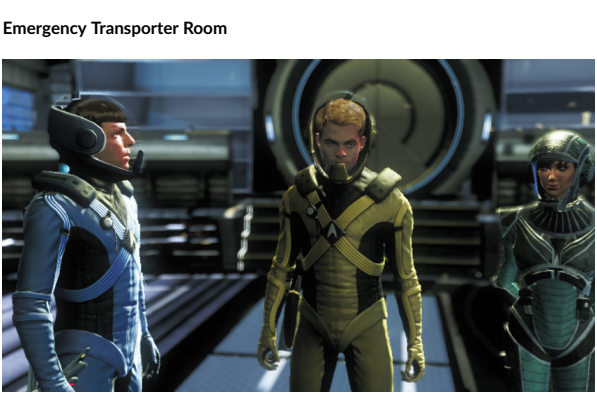
Type: Research Data

Set: Helios-1/Helios Station

XP: 100

Log Entry: Access point granting engineers access to Helios station control systems. Decentralized command and control allows for rapid response to emergencies regardless of engineer location. Which is another way of saying engineers never have an excuse for not addressing a problem, which smells to me like a trap set by blame-obsessed bureaucrats sitting behind a desk somewhere, who never have to take responsibility for anything. But I may be biased.

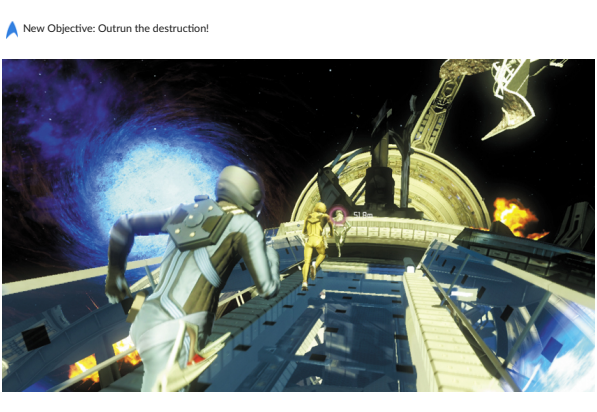
Emergency Transporter Room



Follow T'Mar through a doorway on the left side of the corridor to enter a small chamber. You must wait here until your buddy catches up. When all three of you are together, T'Mar enters the emergency transporter room, triggering another cinematic. T'Mar refuses to leave the station until her crew members have been safely transported to the Enterprise. But shortly before the last members of her crew are to be transported off the station, the solar shield fails, causing a breach in a nearby window. Everyone is blown out into space, including Kirk, Spock, T'Mar, and her crew. While there's no hope for saving her crew, T'Mar thinks fast and activates her magnetic boots, gaining a foothold on station's exterior—Kirk and Spock do the same.

Station Exterior

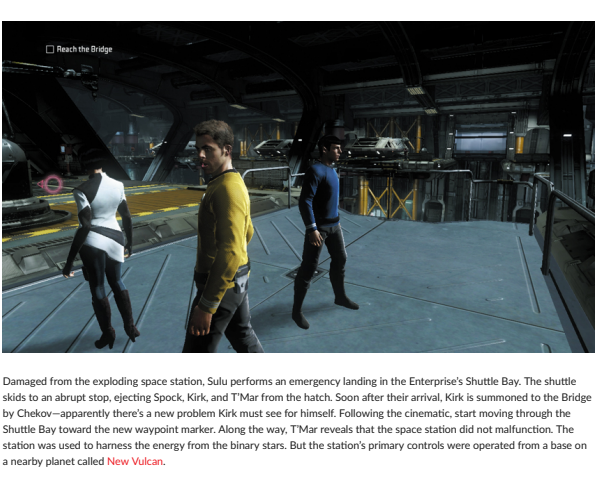
New Objective: Outrun the destruction!



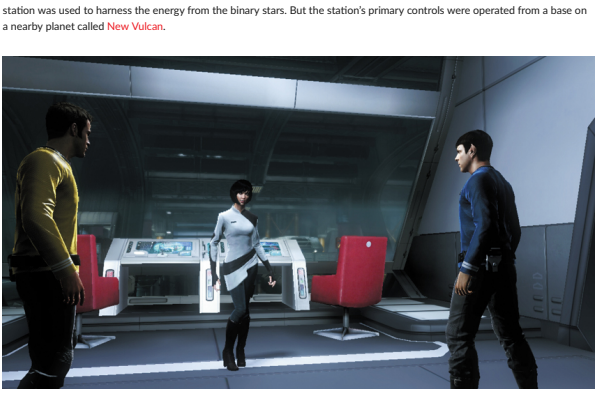
The station is coming apart and there's no time to waste! Follow T'Mar as she races along station's exterior walkway. To pick up the pace, break into a sprint using the command shown on-screen. Sprinting allows you to move at the fastest possible speed, which is necessary for keeping up with T'Mar and your teammate. If you fall too far behind, you will be caught up in the destruction of the space station and forced to restart this sequence. As you near the end of the walkway, Sulu arrives in the shuttle overhead allowing Kirk, Spock, and T'Mar to escape mere seconds before the station explodes.

Enterprise

New Objective: Reach the Bridge



Damaged from the exploding space station, Sulu performs an emergency landing in the Enterprise's Shuttle Bay. The shuttle skids to an abrupt stop, ejecting Spock, Kirk, and T'Mar from the hatch. Soon after their arrival, Kirk is summoned to the Bridge by Chekov—apparently there's a new problem Kirk must see for himself. Following the cinematic, start moving through the Shuttle Bay toward the new waypoint marker. Along the way, T'Mar reveals that the space station did not malfunction. The station was used to harness the energy from the binary stars. But the station's primary controls were operated from a base on a nearby planet called New Vulcan.

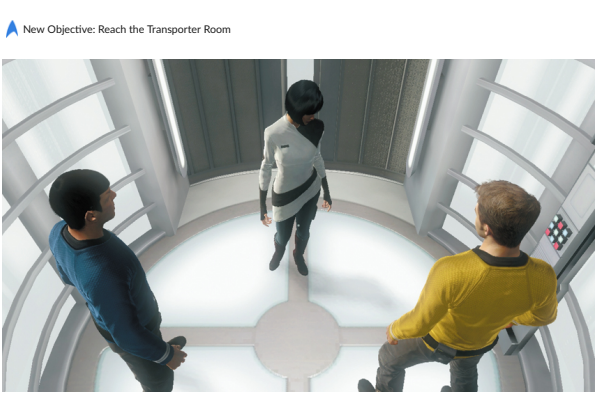


T'Mar reveals more information about the project when you reach the waypoint marker. After the destruction of Vulcan, the search for a new planet began. New Vulcan seemed perfect. But a project of this magnitude would have taken generations to complete. To speed up the process, Vulcan scientist created a device called the Helios Machine. The space station was merely a part of this project, responsible for harnessing energy from the binary stars to power the Helios Machine located on New Vulcan. But two days ago, for an unknown reason, the power to the station was shut off. Without power, the station could not withstand the gravitational pull of the stars. It turns out the power was shut down by Surok, T'Mar's father and a renowned Vulcan scientist. T'Mar isn't sure why power was shut down but suspects the Helios Machine may have created an anomaly. Following T'Mar's explanation, resume your advance to the Bridge, entering the Turbolift in the Shuttle Bay. Interact with the Turbolift's control panel and wait for T'Mar and your teammate to board.

Bridge

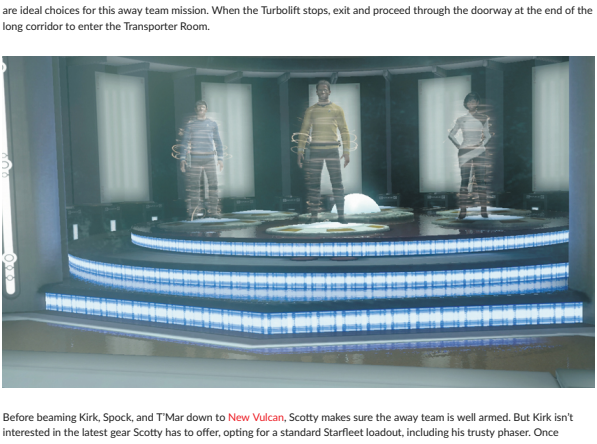
Kirk requests a situation report from Chekov as they arrive on the Bridge. Chekov reports that the anomaly appears to be some sort of rift in the fabric of space, like a wormhole or a shortcut through space. Spock wants to know where it leads. But Chekov is incapable of tracing the anomaly's origins. T'Mar feels the rift is the reason Surok shut down the Helios Machine. Unfortunately Surok cannot be hailed—communication with New Vulcan was lost when the Helios Machine was shut down. Chekov reports that the rift is contracting and will be gone in approximately 12 hours. Kirk orders Sulu to move the Enterprise within range of New Vulcan—it's time to pay Surok a visit.

New Objective: Reach the Transporter Room



Reach the Transporter Room

Step back into the Turbolift and wait for T'Mar and your teammate to join you. Spock requests permission to join Kirk during his visit to New Vulcan. T'Mar interrupts the banter to state the importance of this project. This planet is the best hope for the Vulcan people to prosper. Spock adds that having a Vulcan as a member of the away team would be essential to the success of the mission. And T'Mar's familiarity with New Vulcan would also be an asset. Kirk finally concedes, realizing Spock and T'Mar are ideal choices for this away team mission. When the Turbolift stops, exit and proceed through the doorway at the end of the long corridor to enter the Transporter Room.



Before beaming Kirk, Spock, and T'Mar down to New Vulcan, Scotty makes sure the away team is well armed. But Kirk isn't interested in the latest gear Scotty has to offer, opting for a standard Starfleet loadout, including his trusty phaser. Once properly equipped, Scotty energizes the transporter, beaming the away team down to New Vulcan.

Chapter 3: New Vulcan

New Vulcan

Chapter Summary

- Kirk, Spock, and T'Mar beam down to New Vulcan. They discover signs of conflict, but are able to establish communication with the last remaining survivors. In the darkest and most confined of places they encounter a violent alien species...

New Vulcan Collectables

#	Name
1	Vulcan Cactus Cluster
2	Vulcan Desert Grass
3	New Vulcan Avian Scavenger
4	Tribble (2 of 7)
5	Vulcan Corpse
6	Unknown Structural Damage
7	Unknown Blood Sample

8	Infected Vulcan
9	Helios Device (1 of 3)
10	Helios Device (2 of 3)
11	Helios Device (3 of 3)
12	T'Mar's Audio Log #3
13	Surok's Audio Log #2
14	Vulcan Pulse Cannon
15	Surok's Audio Log #3
16	Gorn Brute
17	T'Mar's Audio Log #4
18	Gorn Initiate
19	Gorn Ravager
20	Starfleet Type III Rifle
21	Stun Grenade
22	Unknown Breaching Tool
23	Unknown Assault Equipment
24	T'Mar's Audio Log #5
25	Unknown Hacking Tool
26	Surok's Audio Log #4
27	T'Mar's Audio Log #6
28	Surok's Audio Log #5
29	Sh'Tok Memorial
30	T'Par Memorial

Achievements/Trophies

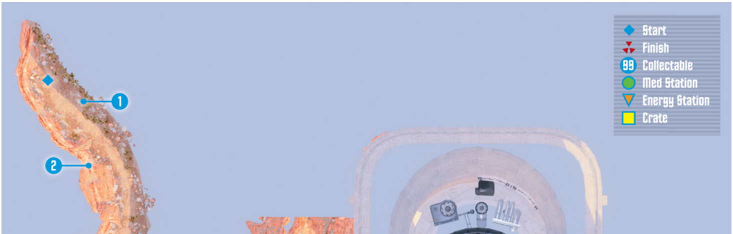
Icon	Name	Criteria	Gamerscore	Trophy
	Go Team!	Kill or take down an enemy that your teammate (AI or co-op player) has stunned	10	Bronze
	Non-Lethal Master (Start)	Took down 30 enemies in a non-lethal manner	10	Bronze
	Tricorder Tinkerer (Start)	Bought all upgrades for the tricorder	30	Bronze
	Captain's Phaser Tinkerer (Start)	Bought all upgrades for the Captain's phaser	30	Bronze
	Vulcan Repeater Tinkerer (Start)	Bought all upgrades for the Vulcan Repeater	30	Bronze
	Dagger of the Mind (Start)	Performed mind-meld on 10 different enemies	10	Bronze

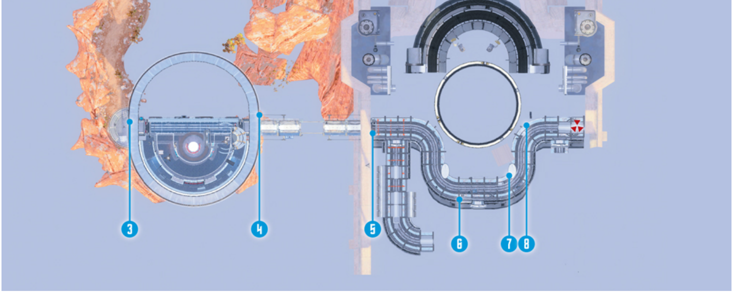
Captain's Phaser Master (Start)	Kill 100 enemies with the Captain's phaser	10	Bronze
Vulcan Repeater Master (Start)	Kill 100 enemies with the Vulcan Repeater	10	Bronze
Starfleet Type III Rifle Master (Start)	Kill 20 enemies with the Starfleet Type III Rifle	10	Bronze
Vulcan Pulse Cannon Master (Start)	Kill 50 enemies with the Vulcan Pulse Cannon	10	Bronze
Ravager Master (Start)	Kill 50 enemies with the Ravager	10	Bronze
Live Long and Prosper (Start)	Revived your teammate (AI or co-op player) 20 times	10	Bronze
Exemplary Commendation (Start)	Complete all optional objectives	100	Gold
One Man Army	Kill three enemies while your teammate (AI or co-op player) is in a downed state	10	Bronze
Down But Not Out	Kill three enemies while in a single downed state	10	Bronze
Beat New Vulcan	Completed the New Vulcan chapter on any difficulty	20	Bronze

Note

Many of the achievements and trophies listed here cannot be earned in this chapter. However, progress toward these listed achievements and trophies can be begin in this chapter.

Vulcan Planet





Open this map in a new window

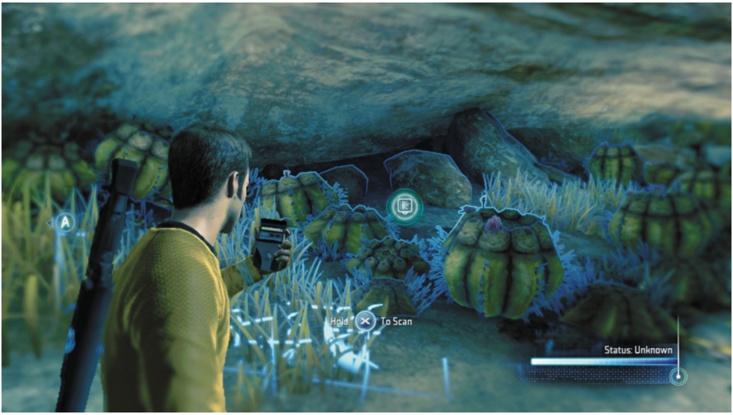
Collectables Checklist

#	Name	Type	XP
1	Vulcan Cactus Cluster	Research Data	100
2	Vulcan Desert Grass	Research Data	100
3	New Vulcan Avian Scavenger	Research Data	100
4	Tribble (2 of 7)	Tribble	250
5	Vulcan Corpse	Research Data	100
6	Unknown Structural Damage	Research Data	100
7	Unknown Blood Sample	Research Data	100
8	Infected Vulcan	Research Data	100

New Objective: Follow T’Mar

Kirk, Spock, and T'Mar beam down several meters outside the research facility. Scotty reports that there was too much interference to transport the away team any closer. At least this gives you a chance to explore the planet's exterior along with some flora and fauna. Equip your tricorder and prepare to scan a few collectables on your way to the research facility.

1: Vulcan Cactus Cluster



Scan this group of cactus plants on the left side of the path leading to the Vulcan research facility.

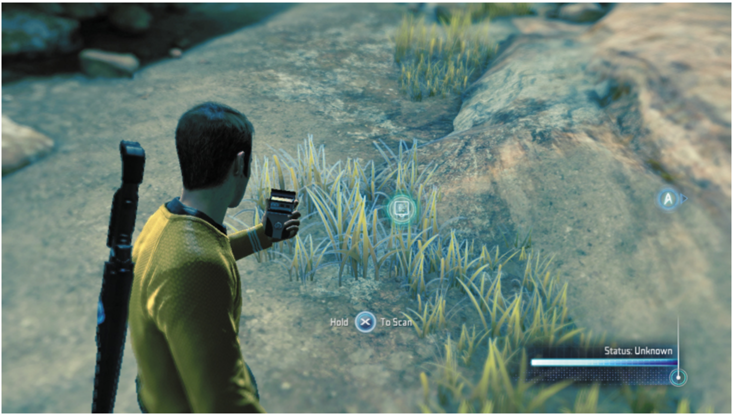
Type: Research Data

Set: Vulcan Planet/Flora and Fauna

XP: 100

Log Entry: I'm told Vulcan Cacti come in a variety of sizes and shapes, but all of them share an incompatibility with the human digestive system. Not unlike the cuisine of my native Scotland, come to think of it. Better to appreciate Vulcan flora for their aesthetics than their nutritional value.

2: Vulcan Desert Grass



Shortly after scanning the Vulcan Cactus Cluster, turn to the right side of the path and scan this clump of grass.

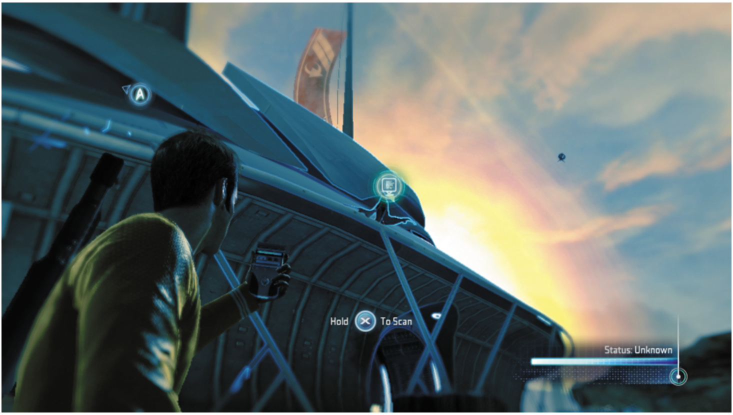
Type: Research Data

Set: Vulcan Planet/Flora and Fauna

XP: 100

Log Entry: It's grass. Vulcan grass. Grass from Vulcan. What do you want me to say? I'm an engineer, not a botanist. Touch it if you want, make a hat out of it, I don't care. Can I get on with my work now?

3: New Vulcan Avian Scavenger



As you near the research facility, look up and scan this birdlike creature sitting on the roof.

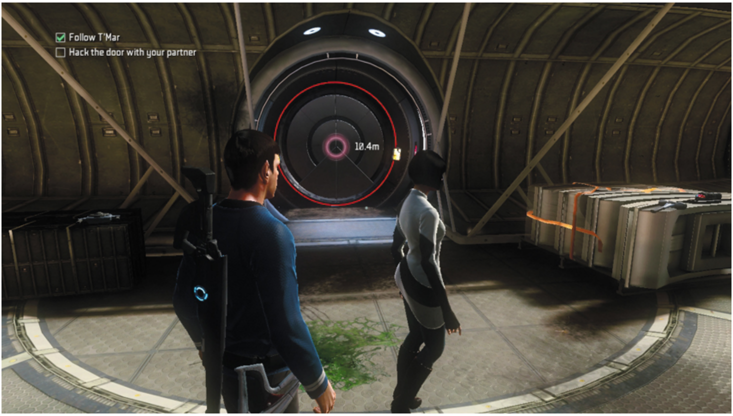
Type: Research Data

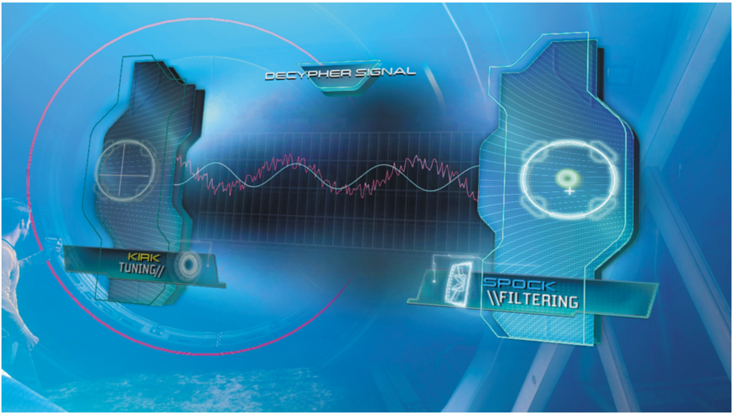
Set: Vulcan Planet/Flora and Fauna

XP: 100

Log Entry: One of the wonderful things about serving in Starfleet is discovering new alien species, like this little fellow from New Vulcan. And by wonderful I mean "let Spock and his blue shirts worry about it," because I didn't sign up to go poking things that will most likely poke me back, puncture my skin, and infect me with some horrible xeno-flu. The effects of which on my body Spock will no doubt be delighted to study.

New Objective: Hack the door with your partner

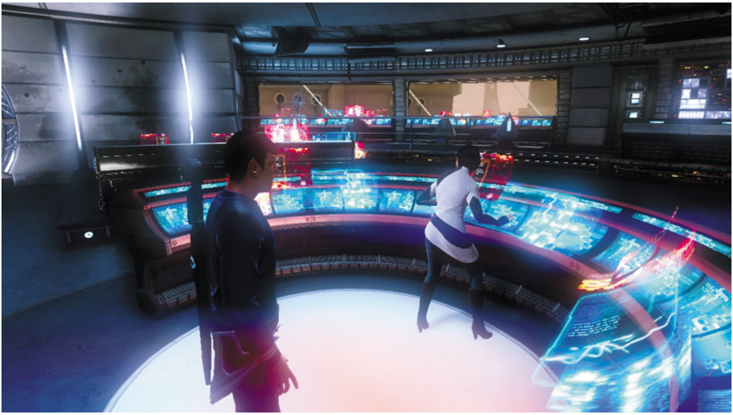




Now that you've scanned nearly everything in sight, turn you attention to gaining entry into the research facility. T'Mar is uncertain why the highest security protocols have been enabled on this door. You'll need to work together with your buddy to hack it. Start targeting one of the two yellow panels on the sides of the circular door. A new hacking interface appears on-screen, prompting you to tune two different signals until they match. Manipulate the tuning dials until the waves are in sync to complete the hack and earn 100 additional XP.

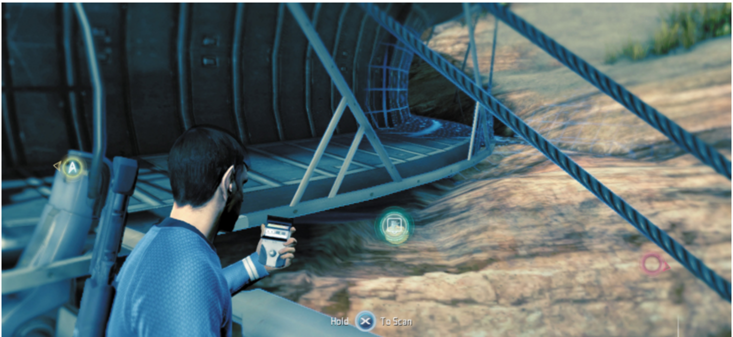
Security Station

New Objective: Find Surok



Just beyond the door is an abandoned security station. Kirk suggests that T'Mar stay behind and monitor the systems while he and Spock search for Surok. T'Mar is resistant to the idea at first, but Spock convinces her that her assistance will be vital if he and Kirk encounter any trouble. Kirk promises she'll be the first to know when they find her father. T'Mar agrees to stay behind and man the security station; she stays in constant contact with Kirk and Spock as they advance through the facility.

4: Tribble (2 of 7)



Status: Unknown

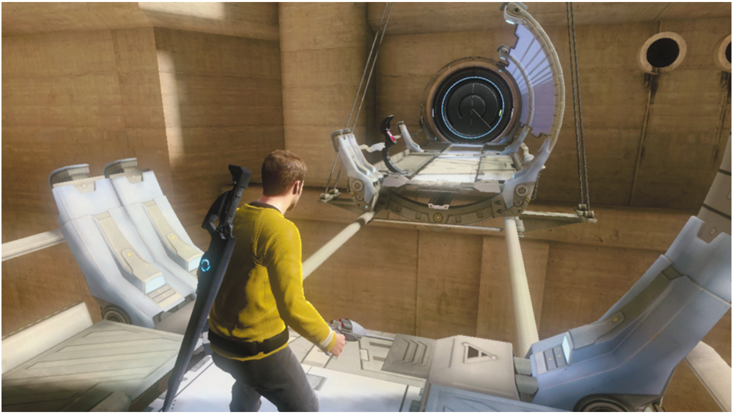
Immediately after exiting the security station, turn to your left and look for this Tribble sitting on a ledge outside.

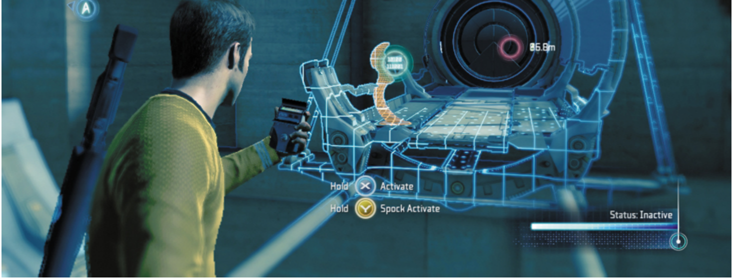
Type: Research Data

Set: Tribbles/Tribbles

XP: 250

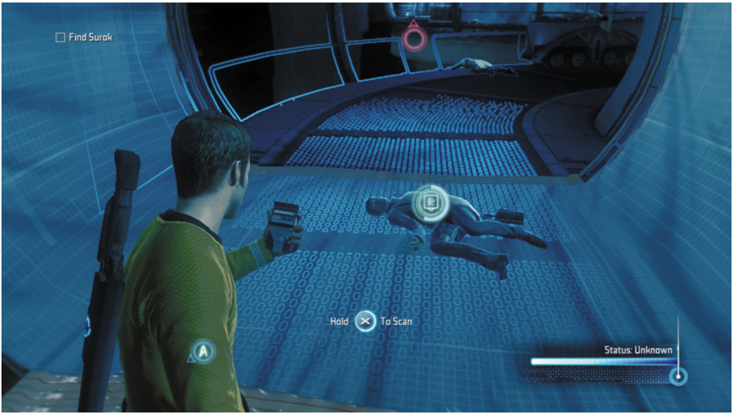
Log Entry: I had no problems with the Tribble on Delta Vega. It just sat on my desk and made little cooing noises, and given that my only other companion was a tiny, ill-tempered Roylan who barely said a word, I considered my decision to adopt a Tribble a wise one. It didn't eat much, it purred when I pet it, and it didn't judge me for that incident with the Admiral's beagle. All in all, an ideal pet.





Step out of the security station and out onto a disabled bridge. It appears this drawbridge-like path is another security feature intended to keep unwanted visitors out of the research facility. By sprinting, it's possible to jump to the other side. Instead, use your tricorder to target the console on the distant span of the bridge. By activating the console with your tricorder, the bridge extends, allowing you to cross and enter the facility through the adjoining doorway.

5: Vulcan Corpse



Immediately after entering the doorway, scan the dead Vulcan on the floor.

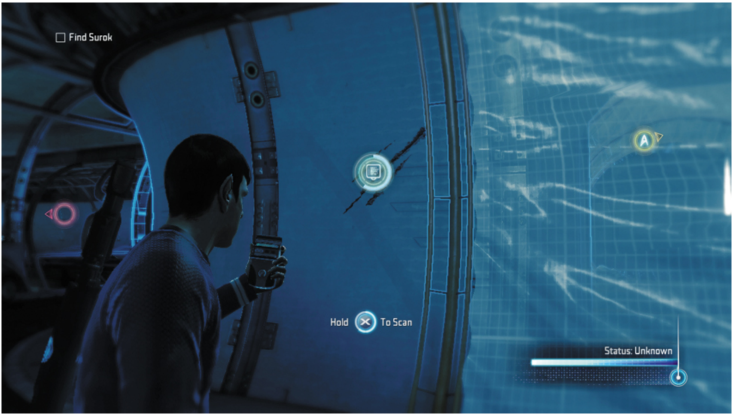
Type: Research Data

Set: Vulcan Planet/An Unknown Threat

XP: 100

Log Entry: Poor bastard. I don't know a lot about Vulcans, but I know that they're tougher than humans by no small degree. If something was horrible enough to do this to a Vulcan … I shudder to think what it would do to me.…

6: Unknown Structural Damage



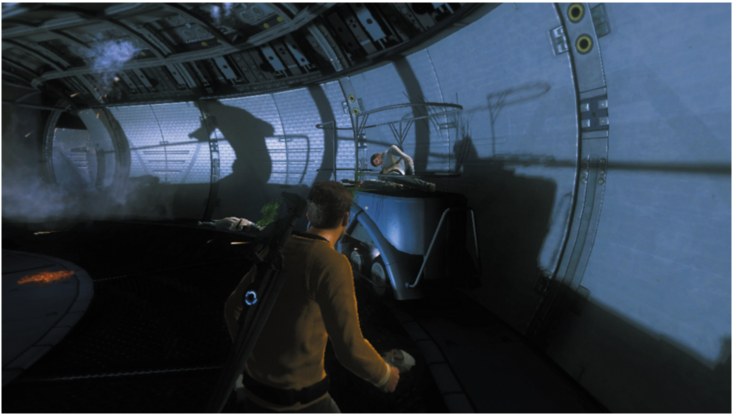
After scanning the dead Vulcan, scan the scratches in the wall on the right side of the corridor.

Type: Research Data

Set: Vulcan Planet/An Unknown Threat

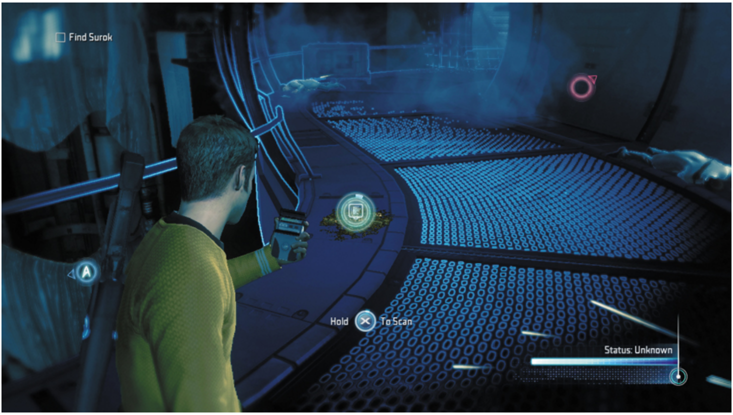
XP: 100

Log Entry: Deep, rending gashes of unknown origin in the side of otherwise solid colony walls? I'm sure it's nothing to worry about. This is why I don't go on away teams.



Seeing the damage firsthand, Kirk feels a second away team may be necessary. However, communication with the Enterprise is garbled. Scotty suggests moving to a new location. While advancing along the path, Kirk and Spock encounter more dead Vulcans. Suddenly, a shadow is cast across a wall briefly. Someone, or something, is moving around in here....

7: Unknown Blood Sample



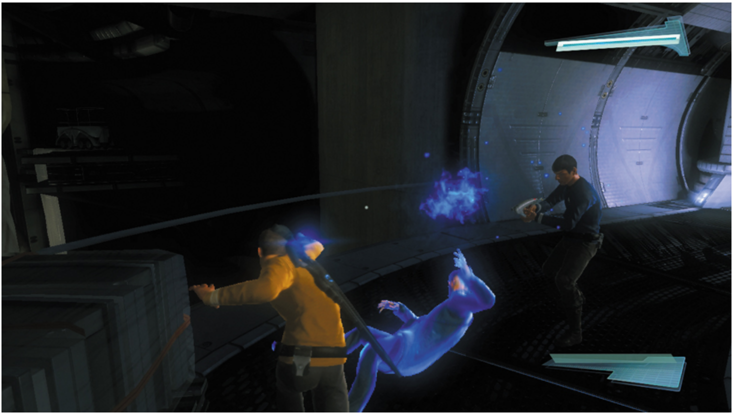
Shortly after witnessing the startling shadow, turn to the left side of the path and scan this dried pool of blood.

Type: Research Data

Set: Vulcan Planet/An Unknown Threat

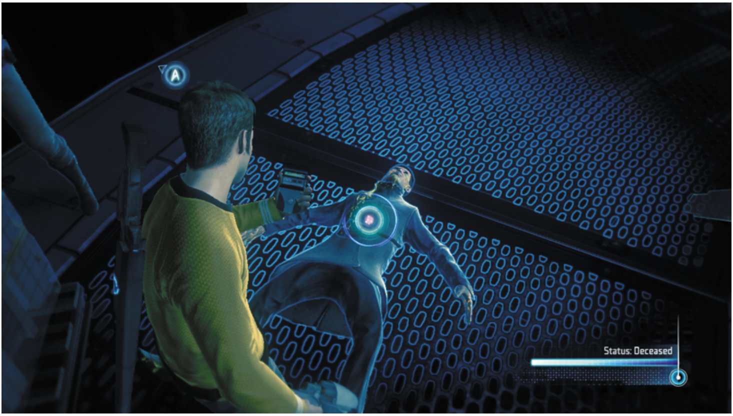
XP: 100

Log Entry: Blood of unknown origin splattered on the wall. Lovely. They don't teach you about this at the Academy. Particularly not in the engineering lectures. No, I can safely say alien blood splatters were not part of the curriculum. An egregious hole in my otherwise comprehensive education. You'll forgive me if I choose to remain ignorant on the subject.



Just ahead, a Vulcan scientist with glowing yellow eyes comes charging at you from a Turbolift. It's unclear what's wrong with him, but that metal pipe in his hand suggest his intentions are less than friendly. Immediately raise your phaser and press the secondary fire button to stun the charging Vulcan. One hit with a stun shot causes the Vulcan to temporarily stand in place—immediately charge forward and perform a non-lethal takedown before he recovers. As soon as you're within range of the stunned Vulcan, the takedown button appears on the screen. Tap the button once to render the Vulcan unconscious. Stunning enemies and performing takedowns is the preferred method for preserving life, especially when dealing with an endangered species such as Vulcans.

8: Infected Vulcan



Once the enraged Vulcan has been subdued, scan his body to reveal more information about his ailment.

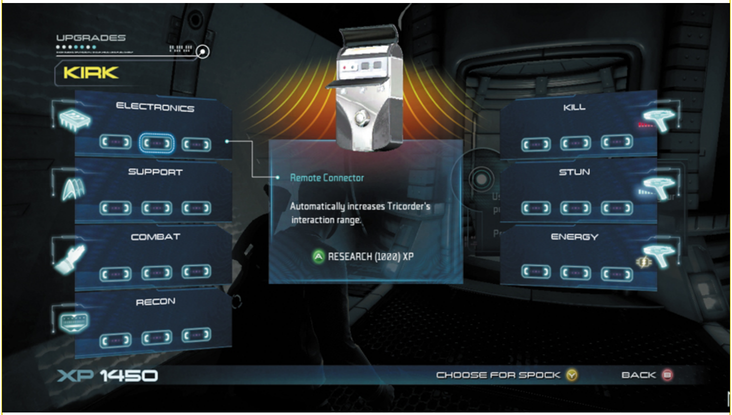
Type: Research Data

Set: Enemies/Federation Enemies

XP: 100

Log Entry: It's not enough for this force to mortally wound their enemies. They have to turn them against their own kind. Yet another reason to make sure that it stays as far away from our corner of the universe as possible.

Note



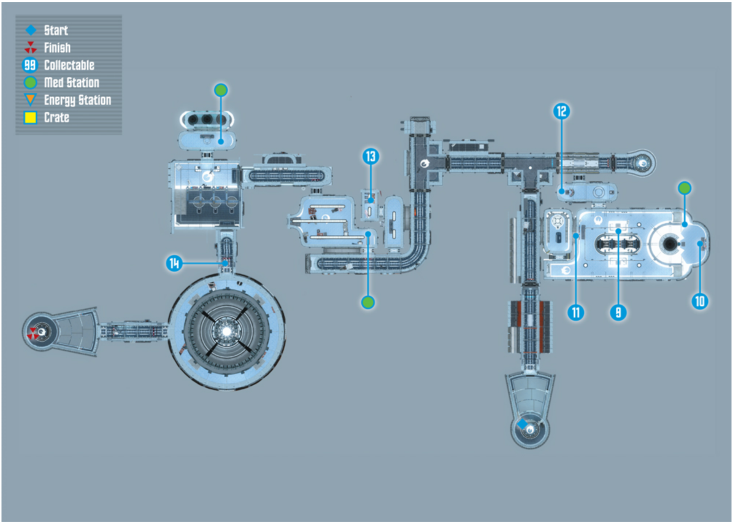
Remote Connector

Automatically increases Tricorder's interaction range.

By now you should have enough XP available for an upgrade. Open the Upgrade Menu and select from a variety of upgrades for your tricorder and sidearm. Each upgrade costs a different amount of XP, so choose your upgrade carefully.

After disabling and scanning the infected Vulcan, step into the nearby Turbolift and interact with the control panel. Wait for your buddy to catch up then wait for the Turbolift to transport you to the Vulcan labs.

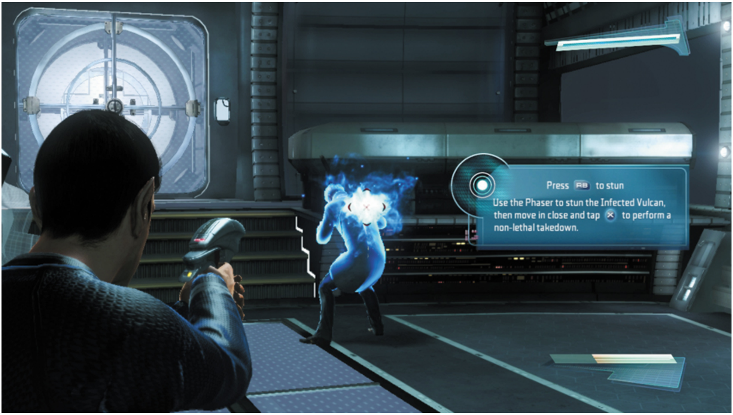
Vulcan Laboratories



Open this map in a new window

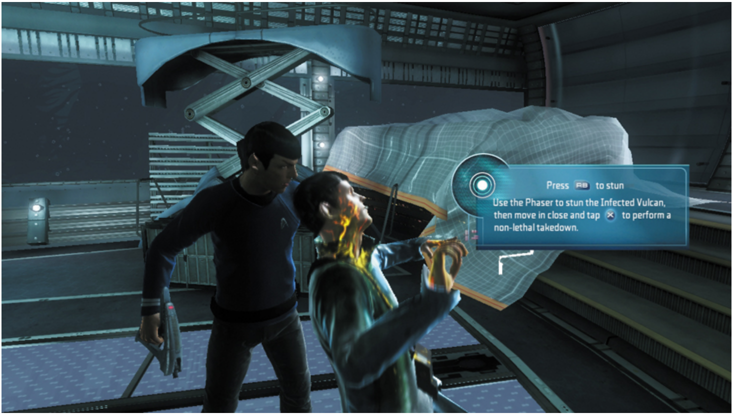
Collectables Checklist

#	Name	Type	XP
9	Helios Device (1 of 3)	Research Data	100
10	Helios Device (2 of 3)	Research Data	100
11	Helios Device (3 of 3)	Research Data	100
12	T'Mar's Audio Log #3	Audio Log	50
13	Surok's Audio Log #2	Audio Log	50
14	Vulcan Pulse Cannon	Research Data	100



Press RB to stun

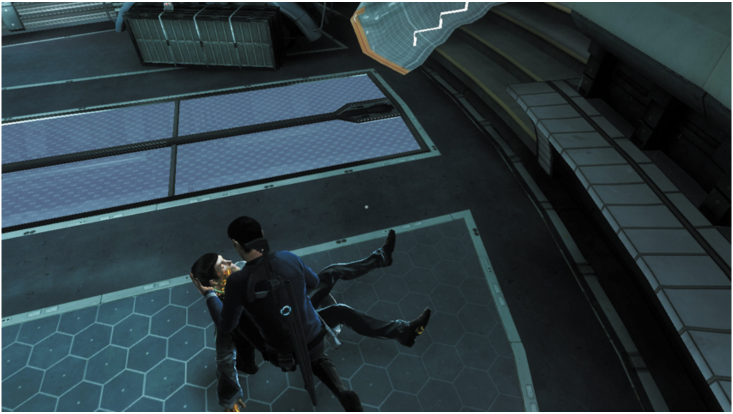
Use the Phaser to stun the Infected Vulcan, then move in close and tap ✕ to perform a non-lethal takedown.

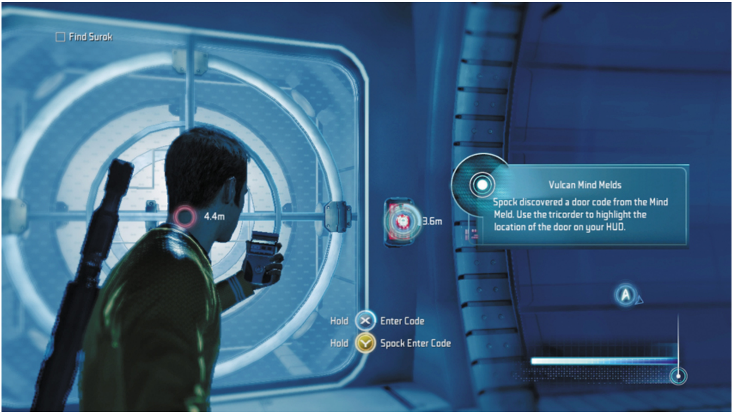


Press RB to stun

Use the Phaser to stun the Infected Vulcan, then move in close and tap ✕ to perform a non-lethal takedown.

As the Turbolift's doors slide open, another infected Vulcan is revealed, standing with his back turned. Kirk advises to use stun only. Take aim at the infected Vulcan's back and use the phaser's secondary fire button to stun your target. Once the infected Vulcan is stunned, step up behind him and perform a non-lethal takedown. Alternatively, you don't have to stun this enemy at all. Crouch and creep up behind him, then perform the takedown once you're within range. Takedowns can only be performed on stunned or unsuspecting enemies. So if an enemy hasn't spotted you, try sneaking up behind them for a silent takedown. However, be ready to stun them, just in case they turn around and spot you before you're within melee range.





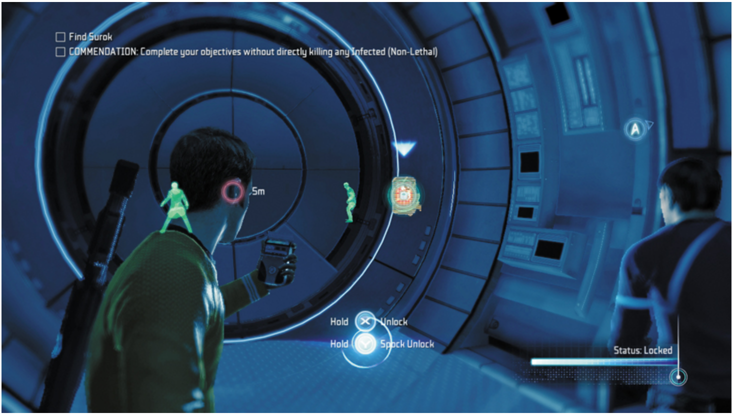
Vulcan Mind Melds

Spock discovered a door code from the Mind Meld. Use the tricorder to highlight the location of the door on your HUD.

The door ahead is locked and it can't be hacked. Spock suggests using a mind-meld to retrieve the code from the unconscious infected Vulcan. Spock can mind-meld some unconscious enemies to learn door codes. Look for enemies with mind-meld icons in the tricorder view. If you're playing as Kirk, order Spock to perform the mind-meld by targeting the unconscious infected Vulcan with the tricorder. If you're playing as Spock, simply walk up to the infected Vulcan and press the button shown on-screen to initiate the mind-meld. Along with visions of reptilian creatures, Spock retrieves the door code. Now either Kirk or Spock can open the door by targeting the panel on the right side of the door with the tricorder.

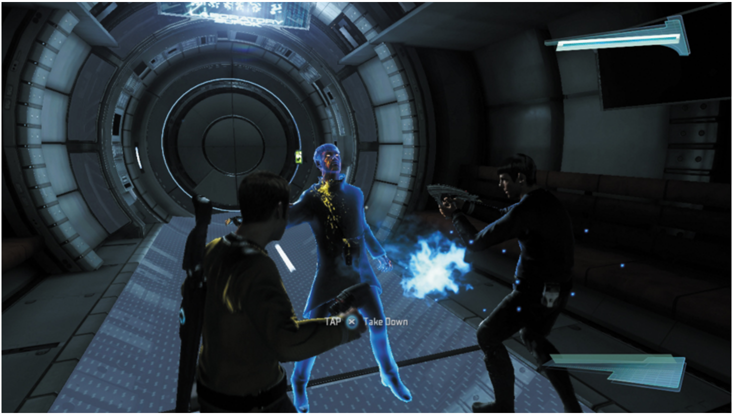
Upper Labs

Commendation: Complete your objectives without directly killing any Infected (Non-Lethal)



☐ Find Surok

☐ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)



Enter the next corridor and activate your tricorder. The tricorder can see more infected Vulcans in the lab beyond the next door—these enemies appear as green silhouettes, indicating they're armed only with melee weapons. Use the tricorder to unlock the door, then prepare to engage the hostiles charging at you—hold your ground and let the enemies come to you. Once again, use the phaser's secondary fire function to stun the infected Vulcans as they charge at you, then incapacitate them with non-lethal takedowns. For best results, have one partner do the shooting while the other performs the takedowns. If you want to earn the commendation, it's important to clear the Vulcan laboratories without killing any of the infected.

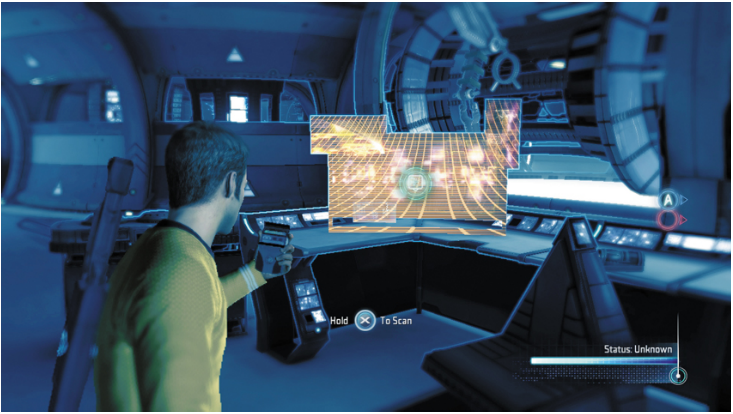
Surok's Lab

With the two infected Vulcans down, the path to Surok's lab is now clear. Enter the next corridor and vault through the broken window on the right. Step through the next doorway to enter Surok's lab. You're greeted by two armed Vulcan guards—don't shoot. One of the guards escorts you to Surok, who is in the back of the lab. Spock greets Surok and introduces Kirk. Surok is pleased to hear T'Mar's voice. When Kirk presses Surok for details, he reveals that the facility has been attacked by creatures of an unknown origin. They emerged from the rip not long after it appeared. Little is known about the creatures, but the Vulcans have been able to decipher that they call themselves the Gorn. Surok is adamant that they can't let the Helios Machine fall into the hands of the Gorn. They could use it to create rips anywhere in the universe and attacking without warning.

The Helios Device is underground, in the colony's deepest labs. Surok has secured all entries into the lab to prevent it from falling into enemy hands. T'Mar says she open the fire door leading further into the labs, but beyond that point, there isn't much she can do to provide assistance. But she advises caution, stating that Kirk and Spock are likely to encounter more infected Vulcans in the labs. Surok leads you to a doorway that serves as the lab's exit. But before you pass through the door, equip your tricorder and perform some scans to learn more about the Helios Device.

New Objective: Secure the Helios Device

9: Helios Device (1 of 3)



Scan this terminal near the lab's exit to retrieve the first entry on the Helios Device.

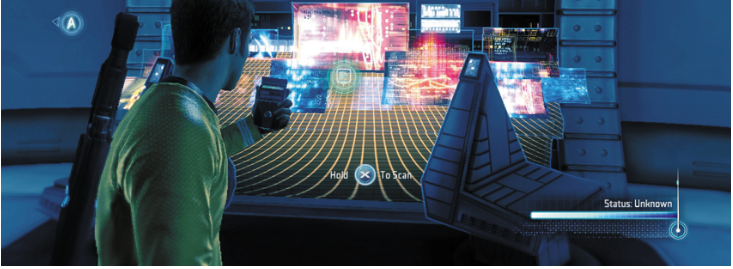
Type: Research Data

Set: Vulcan Laboratories/The Helios Device

XP: 100

Log Entry: I will try to maintain an objective engineer's stance when it comes to a description of the Helios Device, out of respect for Vulcans as fellow members of the Federation ... oh, forget it. What were they thinking? Building a fancy toy to drain power from the sun so they can terraform a new colony? I'm sure nothing bad could happen....

10: Helios Device (2 of 3)



Scan the terminal at the back of the lab, where you first met Surok, to retrieve the second Helios Device entry.

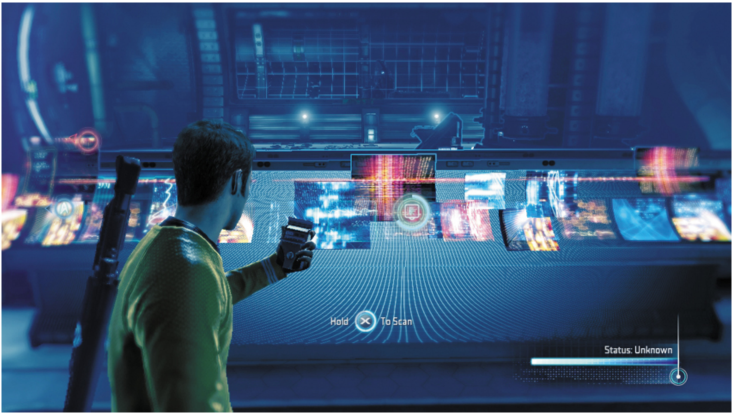
Type: Research Data

Set: Vulcan Laboratories/The Helios Device

XP: 100

Log Entry: Here's the thing about Helios: There's a reason no one tried it before. I've looked over all the schematics, and I'm duly impressed by the theories put into practice. But that's the rub. It's still a theory, and it needs to be tested, not rushed into practical use simply because it might be possible. Good luck standing between the Vulcans and the promise of a new home, though.

11: Helios Device (3 of 3)



Return to the lab's exit and turn left to scan this terminal for the last Helios Device entry.

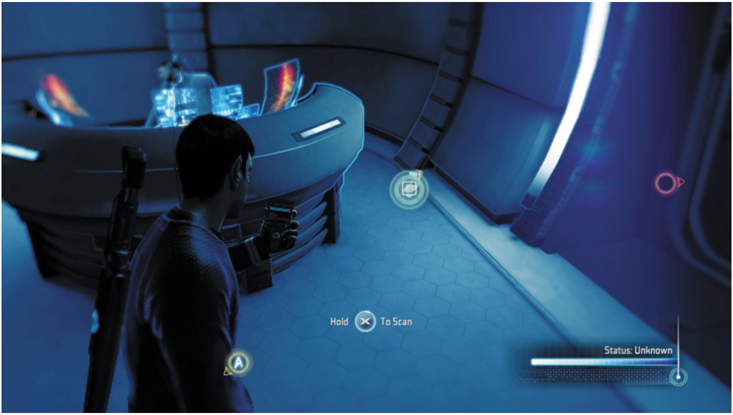
Type: Research Data

Set: Vulcan Laboratories/The Helios Device

XP: 100

Log Entry: Pandora's box. That's what they should have called it. Because that's what the Vulcans have opened with their Helios technology. And God help us all if it falls into the hands of someone who has more than peaceful terraforming on their mind. I thought red matter was bad enough. Maybe I should retire while there's still an Earth to retire on.

12: T'Mar's Audio Log #3



Exit Surok's lab and turn to the left to spot a desk occupied by a dead Vulcan. Scan the floor to the right of the desk to uncover another audio log.

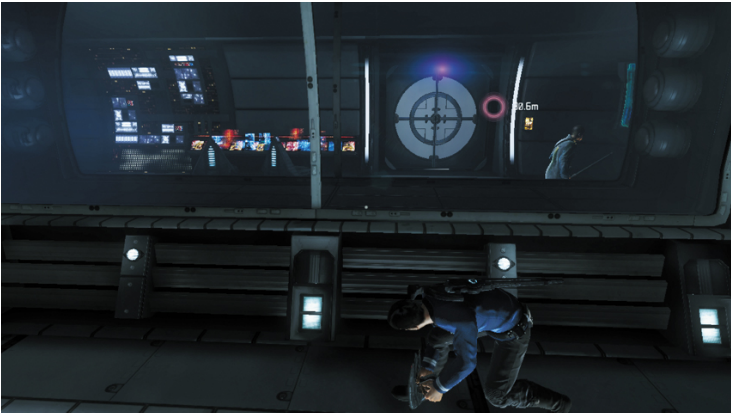
Type: Audio Log

Set: Vulcan Laboratories/Logs

XP: 50

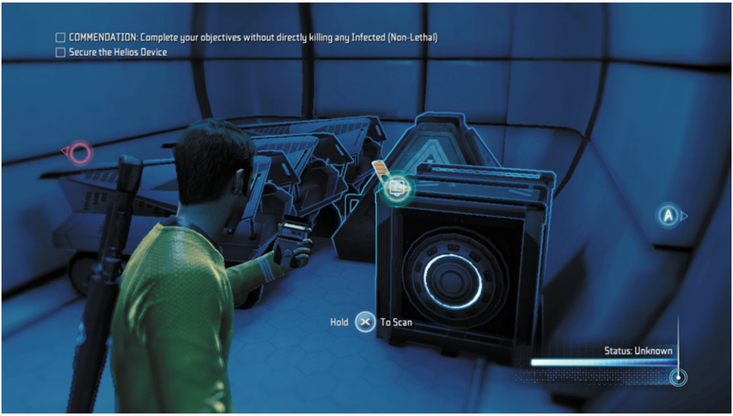
Log Entry: Welcome news. The United Federation of Planets has come to the aid of the Vulcan people. Commodore Daniels of Starfleet has committed the resources we will need to complete the Helios Device and establish a new Vulcan homeworld. With their backing, we will be able to complete construction and testing of the device. It gives me so much hope that in the darkest time for my people our allies remain steadfast in their support. Commodore Daniels and Starfleet will have an honored place in the history of New Vulcan.

Continue through the adjoining corridor until you come to a disabled door. T'Mar reports that the door can't be pried open—it is designed for containment. She suggests restoring power to the door by installing a spare power cell. Pick up the power cell located on the right side of the corridor—stand next to it and press the button shown on-screen to pick it up. Carry the power cell over to the door and install it in the socket on the right side. This restores power to the door, allowing you to proceed into the next corridor.



An infected Vulcan is in a room on the right side of the next corridor. Surok urges you to be merciful when engaging the infected Vulcans. Drop to a crouch and take cover along the wall on the right. This allows you to creep below the window and prevent the enemy from seeing you. As you near the corner, you come to a doorway leading into the room with the infected Vulcan. Use your tricorder to ensure that the enemy is facing away from the door, then enter. While still crouched, creep up behind the infected Vulcan and perform a non-lethal takedown—there is no need to stun the target unless the Vulcan sees you. Incapacitating this Vulcan is only necessary if you want the audio log in the adjoining supply closet.

13: Surok's Audio Log #2



☐ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)
☐ Secure the Helios Device

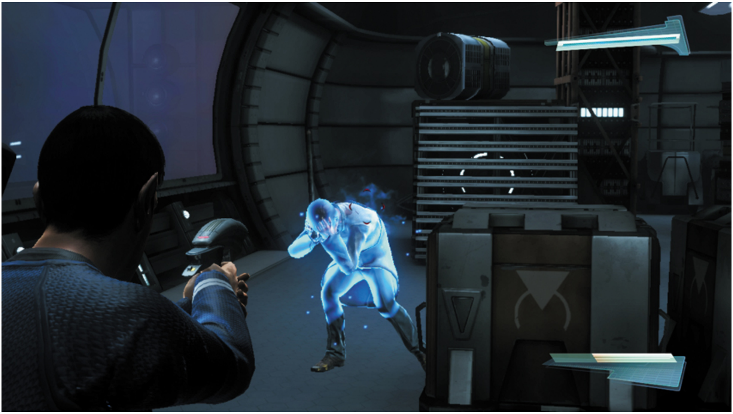
Have Spock perform a mind-meld on the unconscious infected Vulcan to retrieve the door code to the nearby supply closet. Input the code into the door's lock using the tricorder and then step inside. The audio log is on a crate to the right.

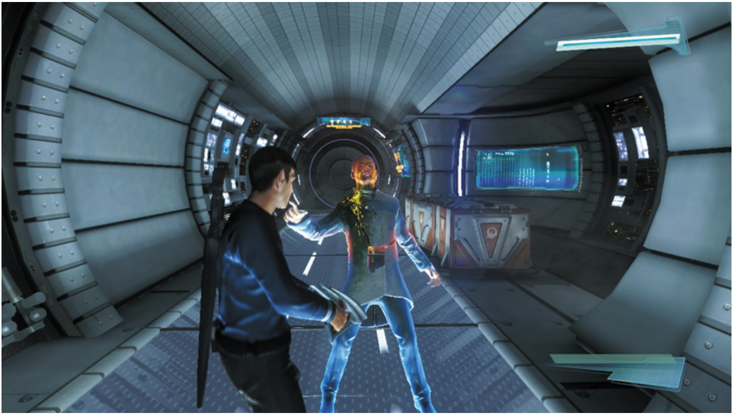
Type: Audio Log

Set: Vulcan Laboratories/Logs

XP: 50

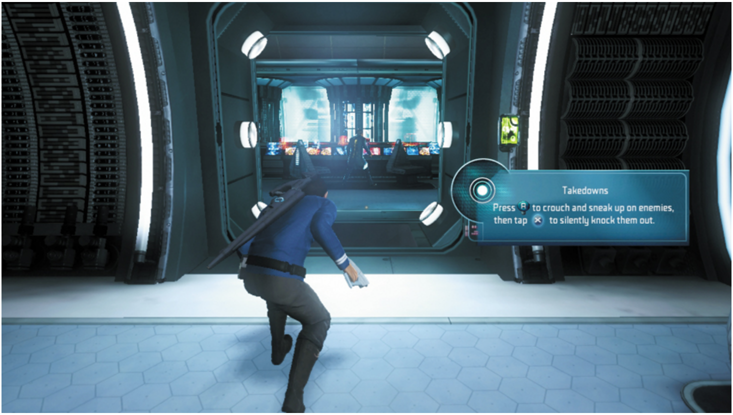
Log Entry: This is Surok of Vulcan. We are on the verge of a new dawn for the Vulcan people. The colony we are establishing here is the first step toward restoring what was lost when our homeworld was destroyed. The elder Spock was wise to suggest a planet as far from the neighboring systems as possible. That distance gives us a measure of protection as our colony grows. But Spock does not know of the Helios Device. We need its power to terraform the planet. But I know Spock would oppose us using such an unproven and dangerous technology. We have been able to keep the existence of Helios a secret from all but a select few. I can only hope it stays that way.





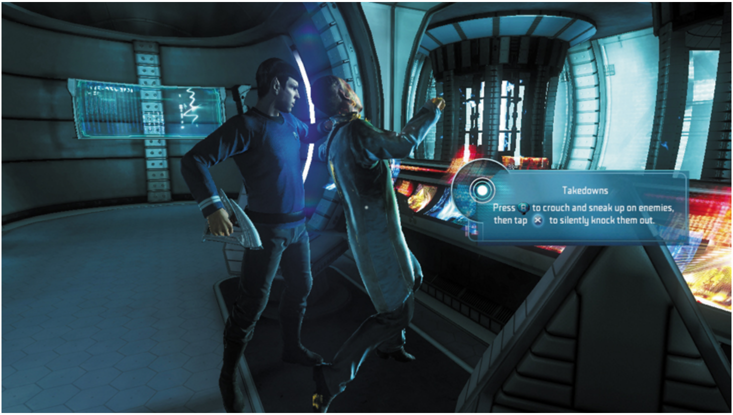
Return to the main corridor and unlock the next door on the right using your tricorder. There is another infected Vulcan patrolling this large storeroom. Try to sneak up behind him and perform a takedown. But if he sees you, stun him with your phaser first before rendering him unconscious. Another infected Vulcan patrols the next corridor. You probably won't be able to sneak up behind him. So as you enter the corridor, turn left with your phaser already aimed. Stun your target, then perform a non-lethal takedown. The door at the end of this passage is locked. Use your tricorder to unlock it.

Energy Core Alpha



Takedowns

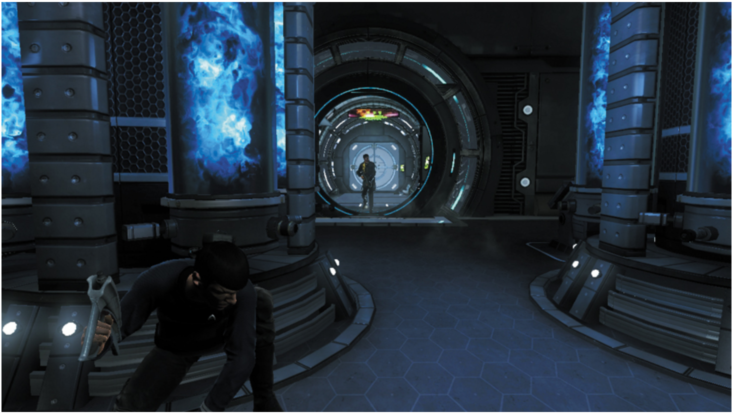
Press B to crouch and sneak up on enemies, then tap ✕ to silently knock them out.

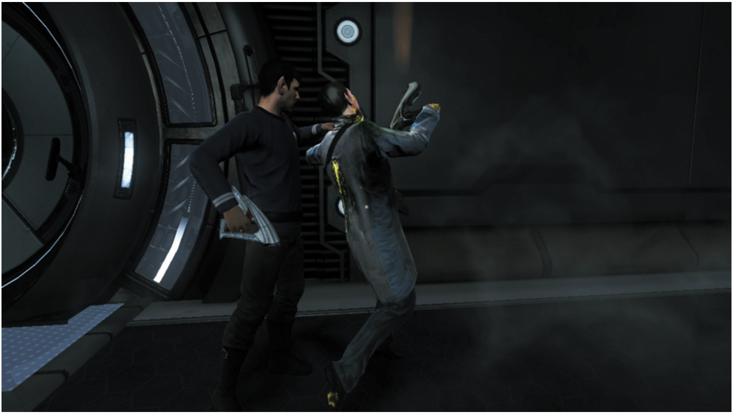


Takedowns

Press B to crouch and sneak up on enemies, then tap ✕ to silently knock them out.

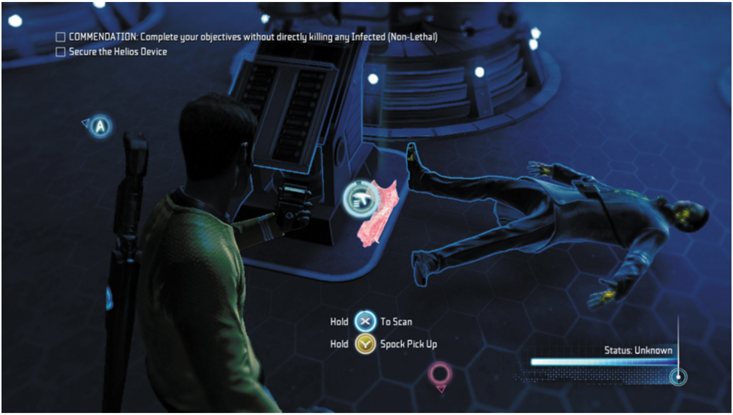
As you step into the next lab, look for another infected Vulcan patrolling nearby. Drop to a crouch and sneak into the lab, then follow the infected Vulcan into a control room on the right. While the infected Vulcan's back is still turned, creep up behind him and perform a takedown. Spock checks in with Dr. McCoy aboard the Enterprise, inquiring about the infection. McCoy reports that there are high toxin levels of unknown origin found in the infected. He'll continue to investigate. Then communication with Dr. McCoy breaks up due to interference.





Exit the control room and proceed downstairs into the lower level of the lab. But be cautious—there's an infected Vulcan below, armed with a Vulcan Pulse Cannon. Crouch and remain out of sight, using the large cylindrical structures for cover. When the patrolling infected Vulcan turns his back, sneak up behind him and put him to sleep with a takedown. If he does see you, stay behind cover to avoid getting hit by the Vulcan Pulse Cannon. Return fire, but only using the phaser's stun function. Once he is stunned, rush up to him and perform a takedown before he can recover. The infected Vulcan drops his Vulcan Pulse Cannon. You could pick it up and replace your default Starfleet Type III Rifle. But it's best to keep your Starfleet Type III Rifle for now.

14: Vulcan Pulse Cannon



☐ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)
☐ Secure the Helios Device

Don’t forget to scan the Vulcan Pulse Cannon dropped by the infected Vulcan before moving on. In fact, if you plan to take the weapon, scan it first.

Type: Research Data

Set: Weapons/Federation Weapons

XP: 100

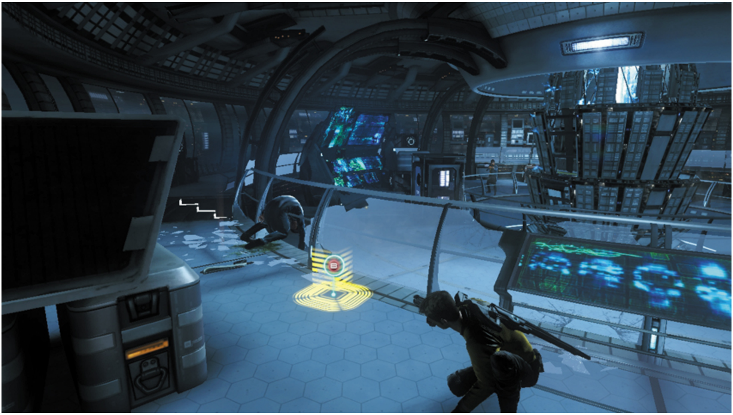
Log Entry: Unlike the Vulcan Repeater, this Cannon’s got a bit more edge to it. It was developed by Vulcan engineers after the destruction of their homeworld by Nero, and it shows. There’s less emphasis on quiet resolution, and more focus on getting the job done as quickly as possible regardless of what stands in the way.

Tip

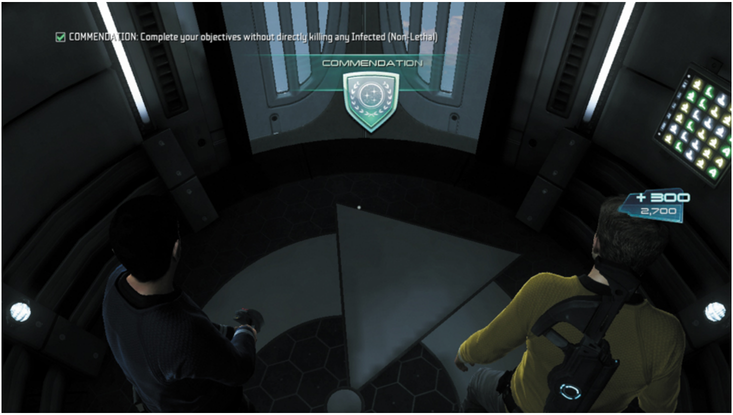
If you swap your Starfleet Type III Rifle for a Vulcan Pulse Cannon, scan your dropped rifle to unlock another entry and score some XP. Once dropped, you can always swap back to your Starfleet Type III Rifle by picking it up.

While scanning the Vulcan Pulse Cannon, make sure another infected Vulcan in the adjoining corridor doesn't surprise you. Fortunately, this enemy is armed only with a metal pipe. But don't let him get close. Step up to the doorway and stun him with your phaser before performing a takedown. Activate your tricorder to scan for activity in the lab beyond the next door. The lab contains several infected Vulcans—get ready for a fight. But remember, only use non-lethal tactics.

Generator Alpha



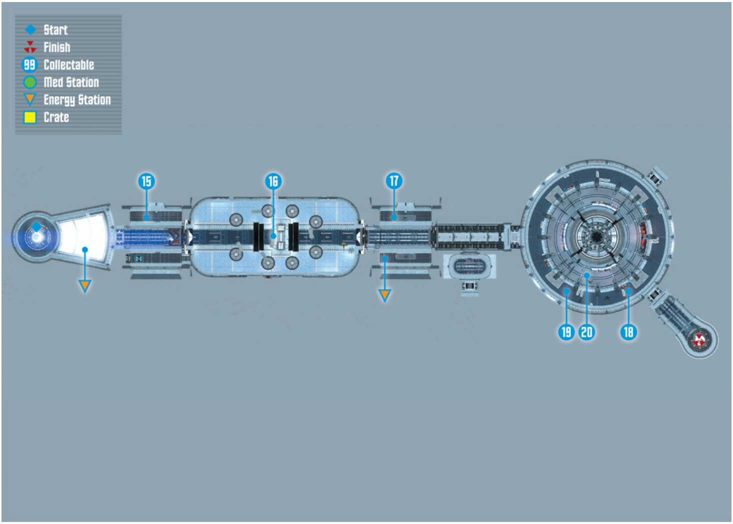
Upon entering the next lab, stay low and behind cover to avoid detection as long as possible. Use the tricorder to periodically scan for enemies that may not be visible. If possible, sneak up behind the infected enemies and silently incapacitate them with a takedown. However, it's difficult to avoid detection for very long. If one of the infected enemies spots you, all the others will go on alert and assume a defensive posture. All of the infected Vulcans in this lab are armed with Vulcan Pulse Cannons, so stay behind cover to avoid getting hit. Move from one piece of cover to the next until you can stun your target at relatively close range—this will give you enough time to perform a takedown before the infected Vulcan recovers. For best results, stay on the lab's perimeter and target enemies in the middle. But only take cover behind the consoles and crates—the breakable glass partitions won't block anything.



☑ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)

Once all of the infected enemies are incapacitated, locate the lab's exit and proceed through the adjoining corridor. The corridor leads to a small room with a Turbolift. Step inside the Turbolift (waiting for your partner) and ride it down to the next level of labs. At this point, you're awarded the commendation, assuming you made it through the Upper Labs without killing any infected Vulcans. The commendation is worth 300 XP. It might be time for another upgrade.

Surok's Laboratories



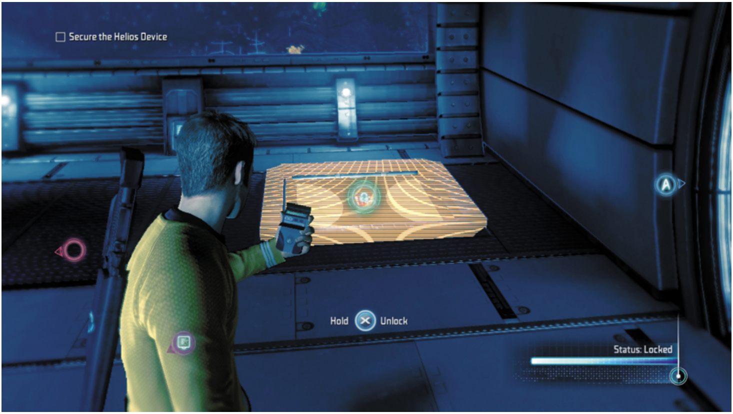
Open this map in a new window

Collectables Checklist

#	Name	Type	XP
15	Surok's Audio Log #3	Audio Log	50
16	Gorn Brute	Research Data	100
17	T'Mar's Audio Log #4	Audio Log	50
18	Gorn Initiate	Research Data	100
19	Gorn Ravager	Research Data	100
20	Starfleet Type III Rifle	Research Data	100

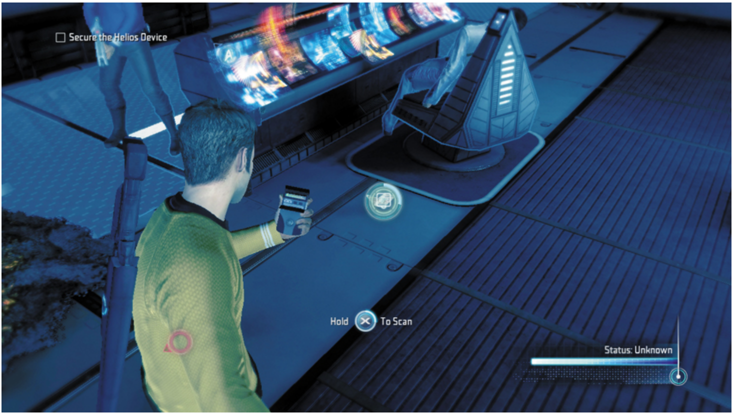
Your are now deep below the surface, not far from the Helios Machine. Step out of the Turbolift and approach the nearby Energy Stations. Energy Stations replenish your tricorder energy as well as ammo for weapons—your phaser does do not use ammo, but other weapons do. There is also a Vulcan Pulse Cannon on the floor next to the Energy Station. But we recommend that at least one of you keep the Starfleet Type III Rifle for now—it will come in handy very soon.

Helios Lab



Upon entering the next room, you see that the path ahead is blocked by rubble and a disabled door—you'll need to find another way around. Turn to the right and locate a hatch in the floor; unlock it using your tricorder. However, don't drop through the hatch just yet. There's another audio log in this room.

15: Surok's Audio Log #3



Turn to the left side of the room to locate this audio log on the floor, next to the dead Vulcan behind the console.

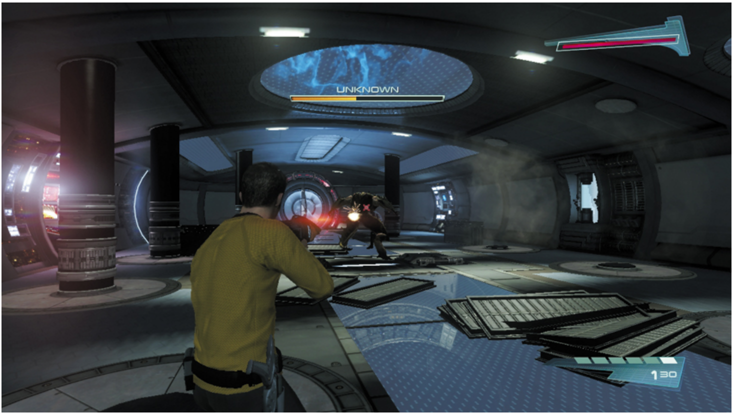
Type: Audio Log

Set: Surok's Laboratories/Logs

XP: 50

Log Entry: I no longer believe that Commodore Daniels has the best interest of the Vulcan people at heart. His assistance in the construction of the Helios Device was gratefully received. But with it has come an expectation of control over the device's operations that is most troubling. The engineers he sent to work with us seem more interested in capitalizing on the potential side effects of the device than on ensuring its safe use in the creation of a new Vulcan homeworld. I have expressed by doubts to T'Mar. But she remains adamant that she will not allow Daniels to compromise our plans. I no longer trust Daniels. But my trust in my daughter must not waver.

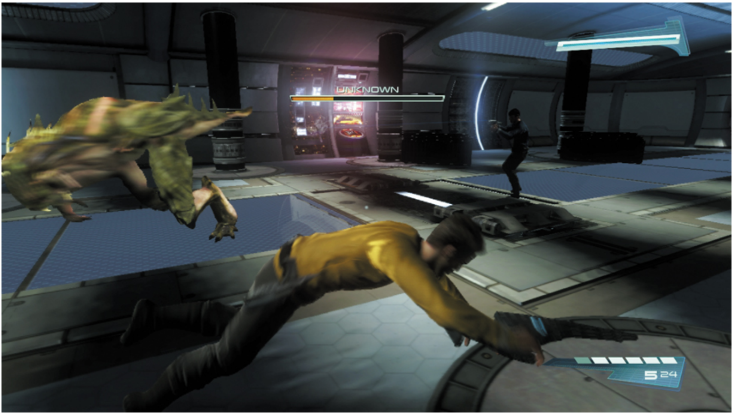
Now it's time to descend through the hatch. Interact with the ladder to grab hold, then climb down into a cramped maintenance tunnel. T'Mar reports that the Gorn are attempting to steal the Helios Device—she urges you to pick up the pace. Follow the tunnel to the very end and climb a ladder up to reach another hatch. Press the button shown on-screen to push open the hatch. But there's more than you bargained for waiting on the other side. A Gorn Brute yanks your character out of the hatch and tosses you against a stack of crates. Fortunately the creature is distracted by your partner pelting him in the back with phaser fire.

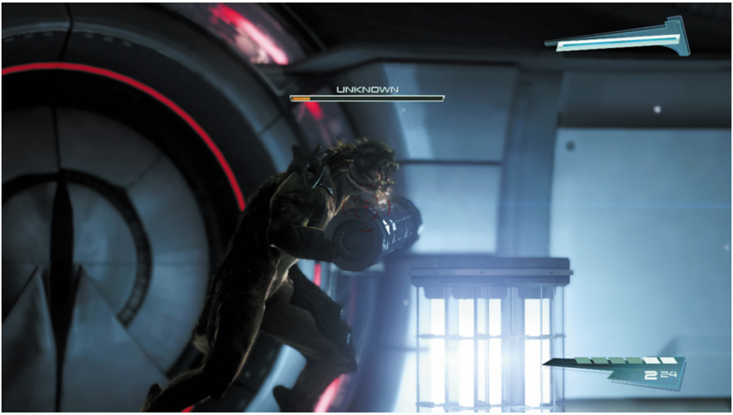


As you regain control, immediately equip your Starfleet Type III Rifle and target the huge Gorn Brute—there's no need to take this guy alive. The Starfleet Type III Rifle is a high-powered, slow-firing, sniper-like weapon. Although a bit cumbersome, it inflicts heavy damage with each shot fired and is equipped with a magnified scope. Given the close proximity, you don't have to worry about using the rifle's scope. Instead, simply use the dot reticle in the center of the HUD to aim the weapon. The health meter at the top of the screen represents the enemy's health. Keep hitting him to whittle down his health.

Caution

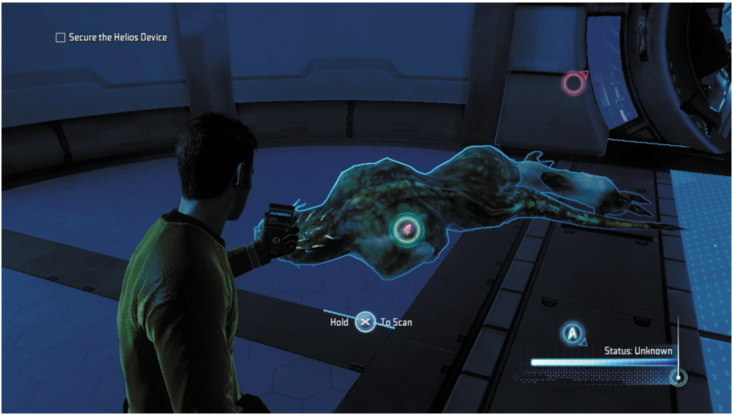
If you or your teammate fall during this battle, avoid healing each other. Instead, finish the fight on your own. If you stop to heal your teammate you run the risk of getting injured yourself by the Gorn Brute's charging attacks.





The creature relies primarily on charging and melee attacks, so don't worry about taking cover. In fact, it's best to stay mobile in this large room, diving out of the way to avoid the Gorn Brute's rapid charging attacks. The Gorn Brute occasionally throws power cells at you, too, which it retrieved from a container near the doorway. Try to shoot the power cells while he's still holding them, which causes them to explode in his face—the Starfleet Type III Rifle's scope is ideal for such pinpoint marksmanship. But if you can't hit the power cell, be ready to move before the creatures hurls the explosive object at you. When you're not evading its attacks, keep hammering the Gorn Brute with shots from your Starfleet Type III Rifle until he finally falls, smashing the disabled door in the process.

16: Gorn Brute



Once the Gorn Brute is down for the count, scan its body.

Type: Research Data

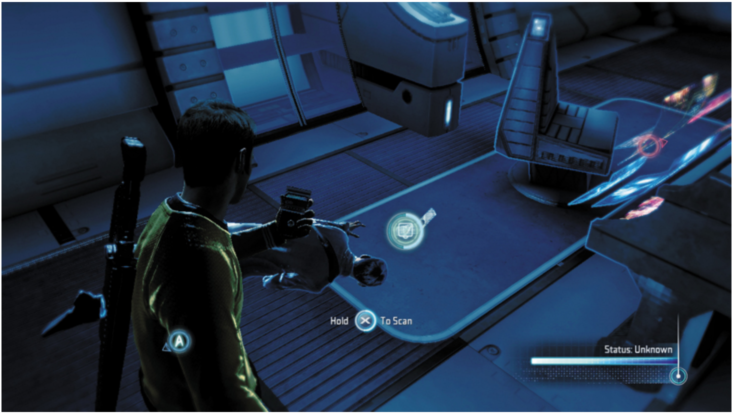
Set: Enemies/Gorn Advanced Enemies

XP: 100

Log Entry: Nasty one, this. Picking up signs of toxic stimulants. Best not to poke and prod too much, unless you're poking and prodding with a very long, very sturdy stick.

Spock notices that the Gorn Brute's corpse contains the same toxins found in the infected Vulcans. However, the creature does not appear to be infected. He suggests the Gorn are the hosts. Step through the doorway that was smashed open by the Gorn Brute. Here you can find an Energy Station on the right side of the room as well as another audio log on the left side. Use the Energy Station to replenish the ammo for your Starfleet Type III Rifle.

17: T'Mar's Audio Log #4



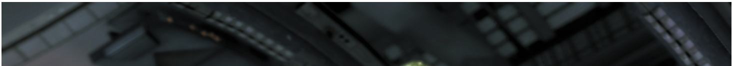
This audio log is located on the left side of the room, next to a dead Vulcan.

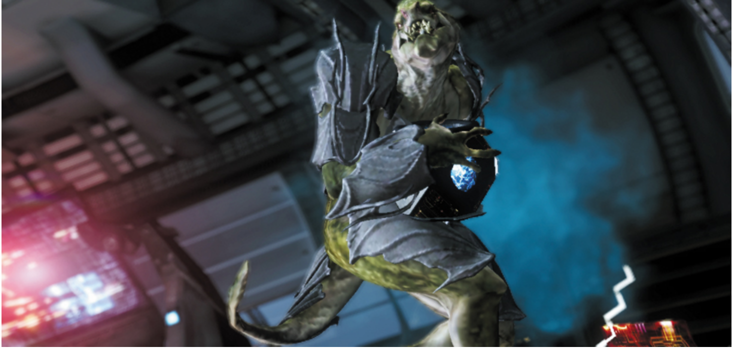
Type: Audio Log

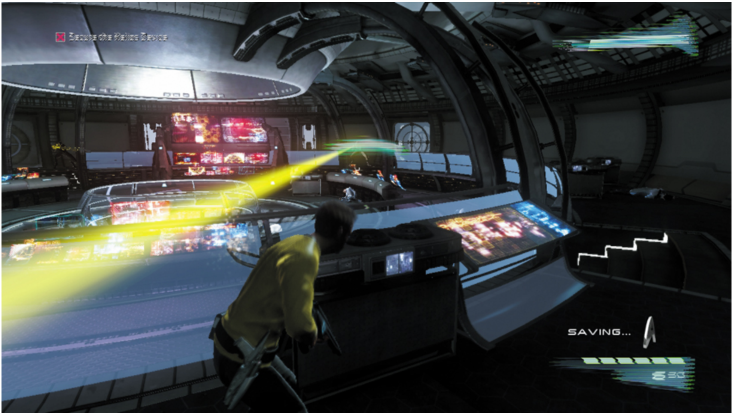
Set: Surok's Laboratories/Logs

XP: 50

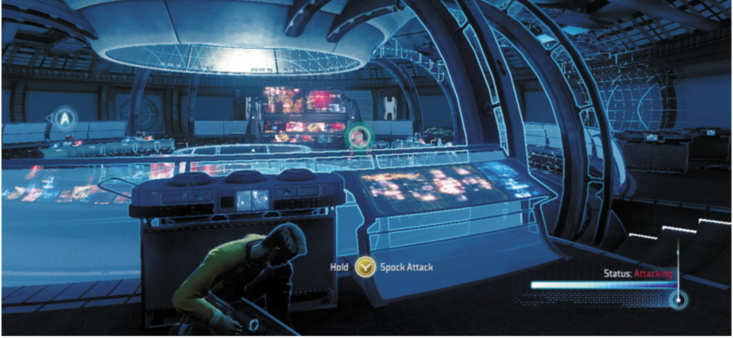
Log Entry: I will always be grateful for the assistance Commodore Daniels has shown the Vulcan people. But recently his … priorities have become troubling. He remains steadfast in his support of the Helios Device, but he increasingly appears to show more interest in the possible side effects of the device rather than its primary function. There is some evidence to show that the device, once fully operational, could have unforeseen repercussions. The catastrophic nature of this event is obvious, and yet Daniels seems oblivious to the dangers. He sees the threat as more of an opportunity to be seized rather than a disaster to be avoided. He insists that further testing is unnecessary. I'm dependant upon his help, but I fear that my dependence has put us all at great risk.

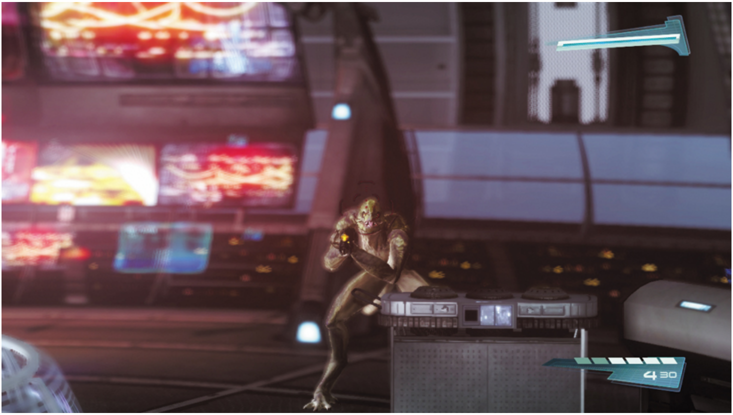




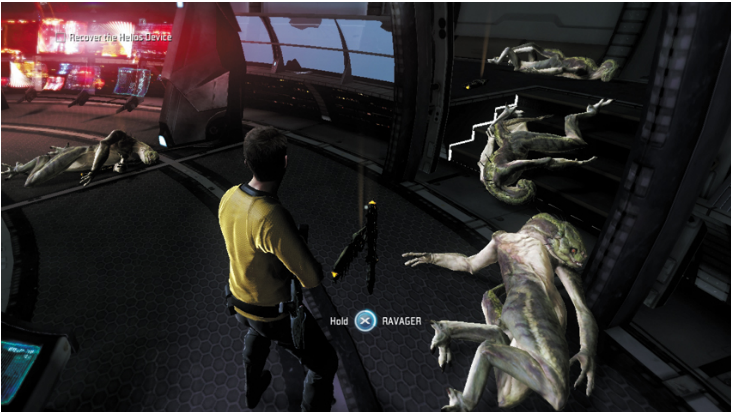


Step through the next doorway and pause for another decontamination scan. Once the scan is complete, you can proceed into the Helios lab. But as Kirk and Spock enter the lab, a Gorn Lieutenant snatches the Helios Device and escapes, leaving behind several Gorn Initiates to contend with any pursuers. Following the cinematic, take cover and engage the Gorn Initiates. These enemies are much weaker than the Gorn Brute you encountered earlier. But they're armed with Ravagers—rapid-firing assault rifle-style weapons—so stay behind cover to avoid getting hit.





Your Starfleet Type III Rifle is ideal for this firefight. Stay behind cover, near the lab's entrance, and use the rifle's scope to engage the Gorn Initiates from long range. If you're having trouble spotting the enemies, activate your tricorder to get a reading on their positions; they appear as red silhouettes. The rifle's magnified scope allows you to target these enemies even if they're hiding behind cover—target any piece of their body which is exposed. All it takes is one hit to kill each Gorn Initiate. After each shot, duck behind cover and setup your next shot, using the dot reticle in the center of the HUD. This allows you to peek out of cover, aim through the scope, and fire a shot quickly instead of trying to acquire a new target entirely through the scope, which can be a bit disorienting while leaving you exposed.

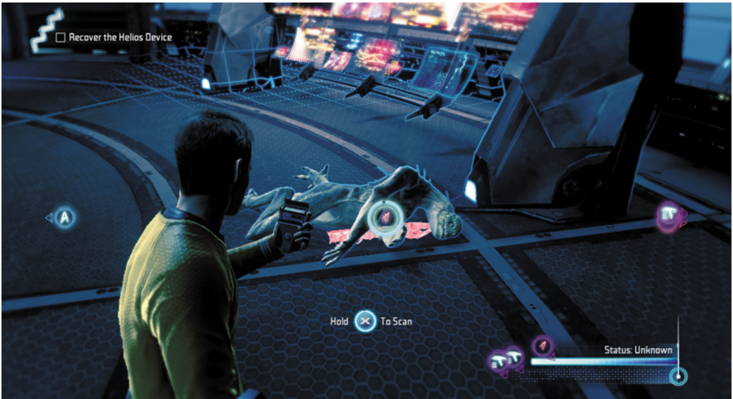


Once you've eliminated all the Gorn Initiates, T'Mar reports that the Gorn are taking the Helios Device to the surface. She restores power to the lab's Turbolift so you can intercept them. But before exiting the lab, perform a couple of tricorder scans on the Gorn Initiates and their weapon. This may also be a good time to swap out your Starfleet Type III Rifle for the Gorn Ravager. At the very least, test out the Gorn Ravager in the lab to determine if its rapid fire fits your style of play. If you don't care for it, retrieve your Starfleet Type III Rifle and continue punishing enemies with high-powered, long-range precision shots. When you're finished scanning the collectables, step into the nearby Turbolift and ride it to the next level.

Tip

If you haven't already, consider diversifying your team's weaponry with one player carrying the Starfleet Type III Rifle and the other carrying the Gorn Ravager or Vulcan Pulse Cannon. This gives your team a good mix of medium- and long-range capability.

18: Gorn Initiate



Scan any of the dead Gorn Initiates to learn more about these enemies.

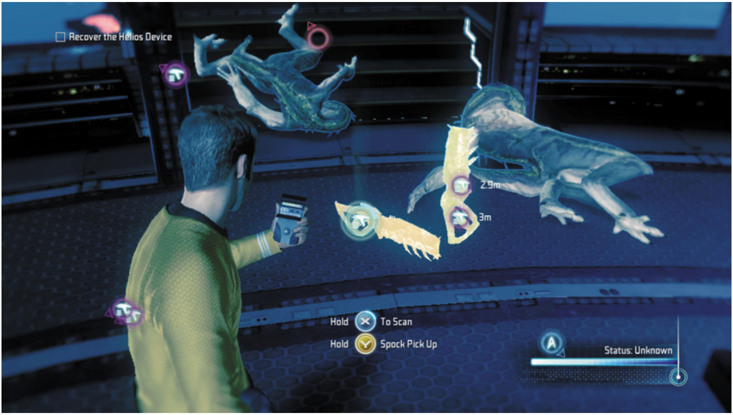
Type: Research Data

Set: Enemies/Gorn Enemies

XP: 100

Log Entry: The comparatively small brain size on this one suggests that he's lower on the Gorn totem pole than the other. The kind way to say it: "a bit slower on the uptake." The more accurate way to say it would be "cannon fodder."

19: Gorn Ravager



After scanning a Gorn Initiate, scan one of their weapons.

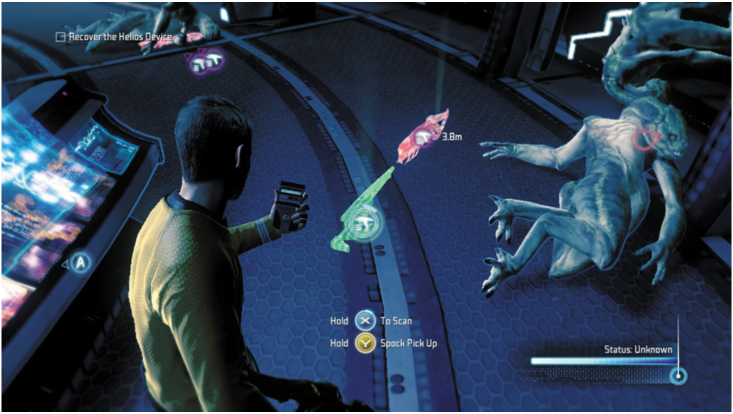
Type: Research Data

Set: Weapons/Gorn Weapons

XP: 100

Log Entry: A nasty projectile weapon used by what I'm calling the "Initiate" class of Gorn soldiers. The knock-down secondary fire should be effective against a wider range of enemies than phasers normally are.

20: Starfleet Type III Rifle



If you pick up the Gorn Ravager, be sure to scan your Starfleet Type III Rifle left behind on the floor.

Type: Research Data

Set: Weapons/Federation Weapons

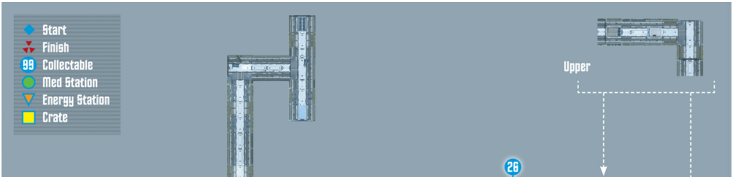
XP: 100

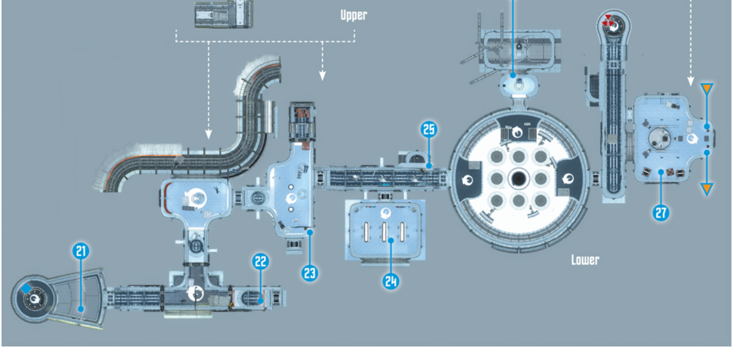
Log Entry: No touching this one without advanced combat training. It takes the DNA of the standard phaser and gives it an evolutionary bump. Not for friendly non-lethal encounters. This one means business.

Note

Initially, the Starfleet Type III Rifle is only available to customers who pre-ordered the game. But it can also be purchased separately as DLC through Xbox Live or PSN shortly after the game's release.

Vulcan Laboratories Part 2



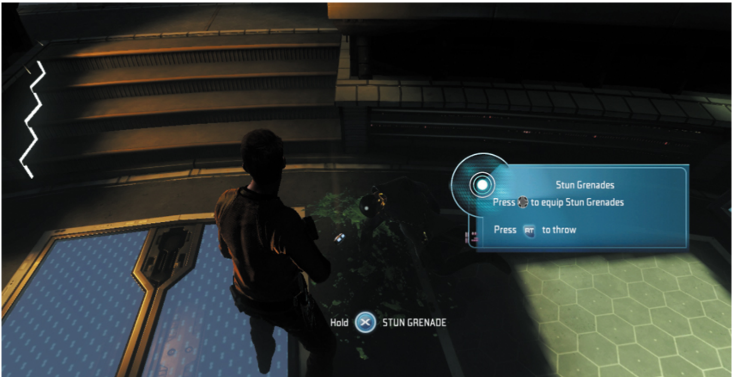


Open this map in a new window

Collectables Checklist

#	Name	Type	XP
21	Stun Grenade	Research Data	100
22	Unknown Breaching Tool	Research Data	100
23	Unknown Assault Equipment	Research Data	100
24	T'Mar's Audio Log #5	Audio Log	50
25	Unknown Hacking Tool	Research Data	100
26	Surok's Audio Log #4	Audio Log	50
27	T'Mar's Audio Log #6	Audio Log	50

New Objective: Recover the Helios Device



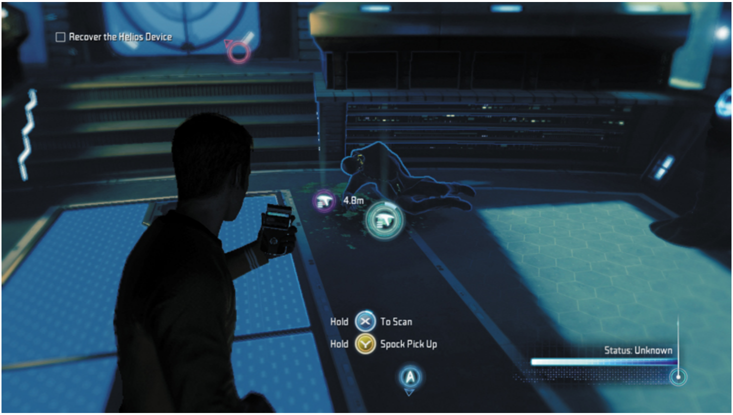
Stun Grenades

Press to equip Stun Grenades

Press RT to throw

When the Turbolift stops, step out and approach the dead Vulcan on the floor ahead. The Vulcan left behind a couple of Stun Grenades. These have the same impact as the stun setting on your phaser but are capable of temporarily incapacitating large groups of enemies at once. Before picking them up, scan one to earn some more XP. Stun Grenades are equipped like any other weapon in your inventory. But these items are thrown by hand and explode upon contact, stunning all enemies within their wide blast radius. After grabbing the grenades, Kirk tries to check in with the Enterprise, but there's no response. T'Mar reports that the since the Helios Device has been removed from its containment cell, it causes a great deal of interference.

21: Stun Grenade



Scan one of the Stun Grenades next to the dead Vulcan.

Type: Research Data

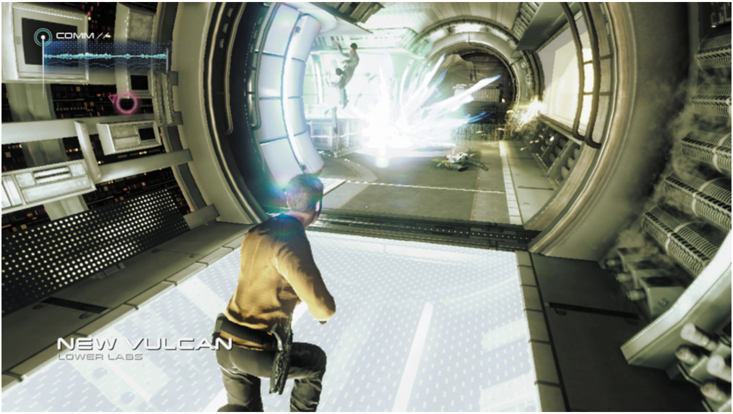
Set: Weapons/Federation Weapons

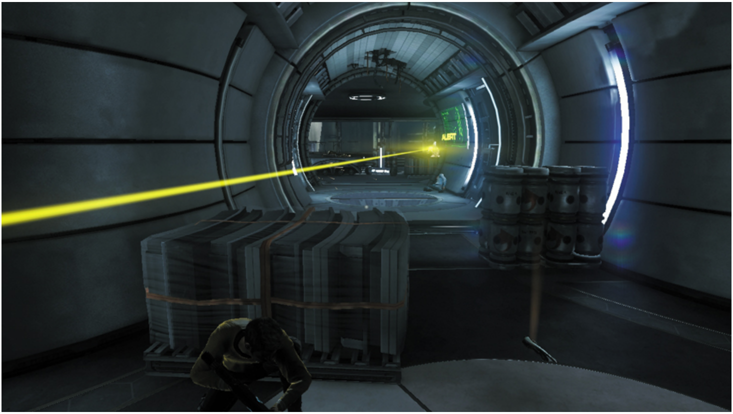
XP: 100

Log Entry: Good for taking care of groups of unfriendly natives when you don't have time to stun them one by one.

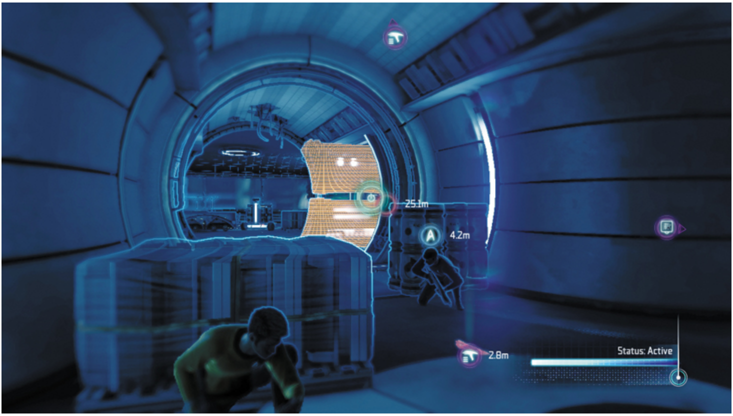
Lower Labs

Commendation: Find an alternate path around the Gorn's ambush





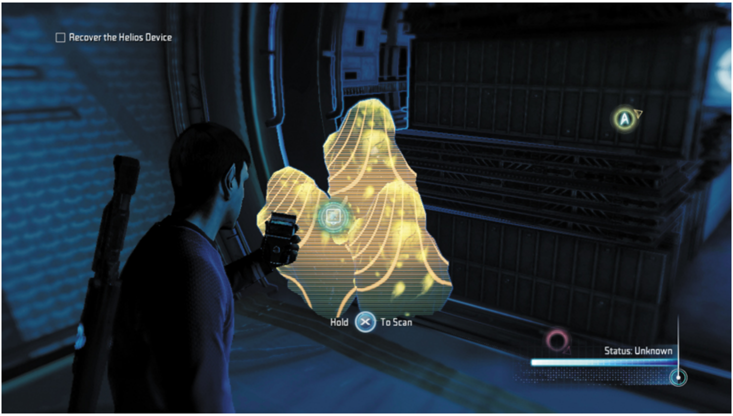
In the next corridor, two Vulcans are engaged in a firefight with several Gorn Initiates. As you approach, a large explosion rocks the corridor, killing the two Vulcans. The on-screen advice prompts you to use your tricorder to order your teammate to pick up one of the Vulcan Pulse Cannons dropped by one of the Vulcans. Take cover in the corridor near the dead Vulcans, hiding behind the pallet of supplies. At this point you can choose to perform a frontal assault on the Gorn Initiates, or attempt to flank them, and earn a commendation in the process. It's safest to sneak around the ambush and take the Gorn Initiates by surprise. There's an open hatch in the ceiling to the right, just beneath a stack of crates.



Tip

Using your tricorder you can activate a number of barriers that you can use for cover during firefights. So whenever you're under fire, activate your tricorder to scan for possible tactical advantages.

22: Unknown Breaching Tool



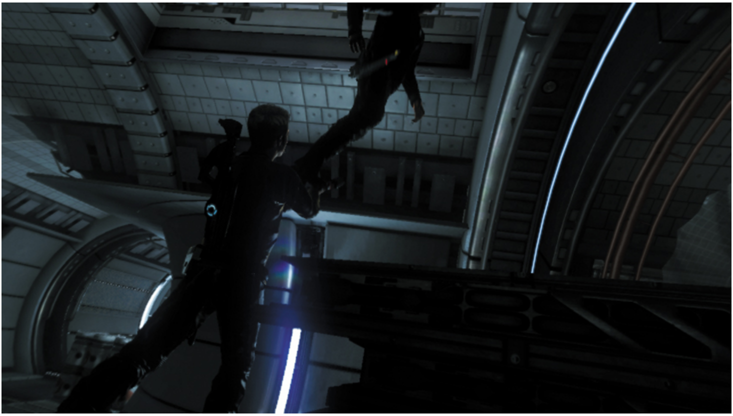
Before entering the hatch in the ceiling, search the area behind the crates to scan this yellow substance.

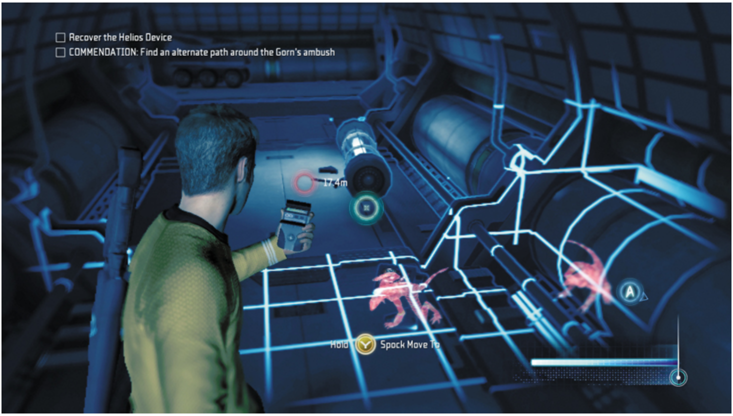
Type: Research Data

Set: Vulcan Laboratories Part 2/Unknown Technology

XP: 100

Log Entry: This tool was not designed by a peaceful race. As far as I can tell, its sole purpose is to break things: doors, walls, locks ... body parts.

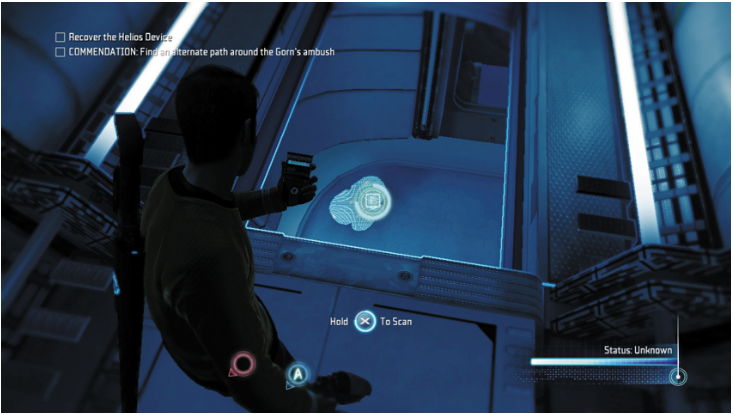




☐ Recover the Helios Device
☐ COMMENDATION: Find an alternate path around the Gorn's ambush

Climb atop the crates beneath the hatch in the ceiling. Press the button shown on-screen to boost your partner up into the hatch. Once he is in the hatch, your teammate reaches down and pulls you up. The hatch leads into a cramped maintenance shaft just above the labs. While advancing through this passage, use your tricorder to monitor enemy movements below; the Gorn Initiates appear as red silhouettes. The passage splits in two directions. If you are playing with a friend, split up, with one going left and the other going right. This allows you to flank the two Gorn Initiates below and attack from two different directions.

23: Unknown Assault Equipment


☐ Recover the Helios Device
☐ COMMENDATION: Find an alternate path around the Gorn's ambush
Hold ✕ To Scan
Status: Unknown

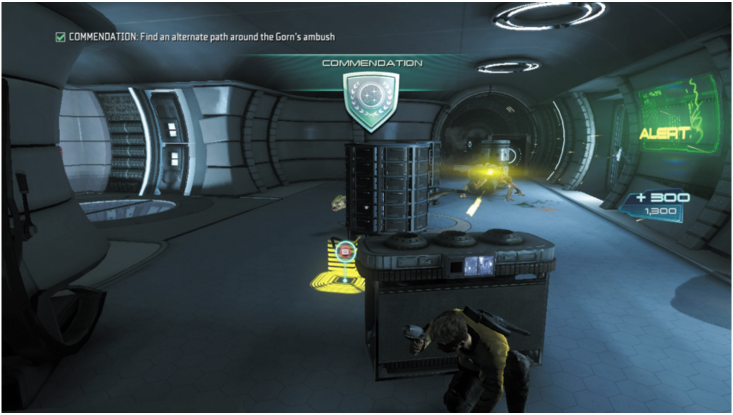
If you turn right in the maintenance shaft, peer through the hole in the floor and scan this cannister-shaped object below.

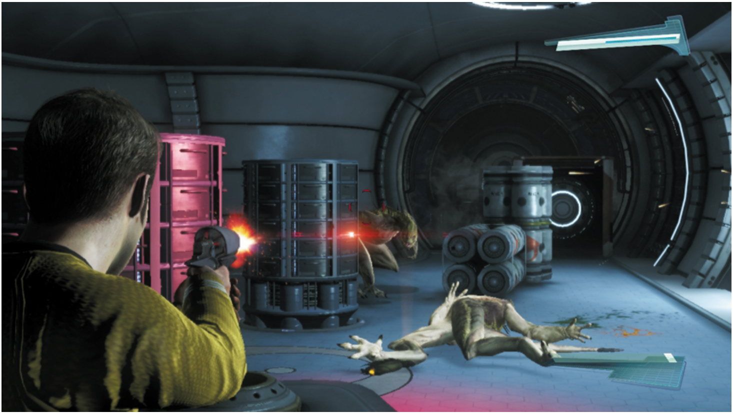
Type: Research Data

Set: Vulcan Laboratories Part 2/Unknown Technology

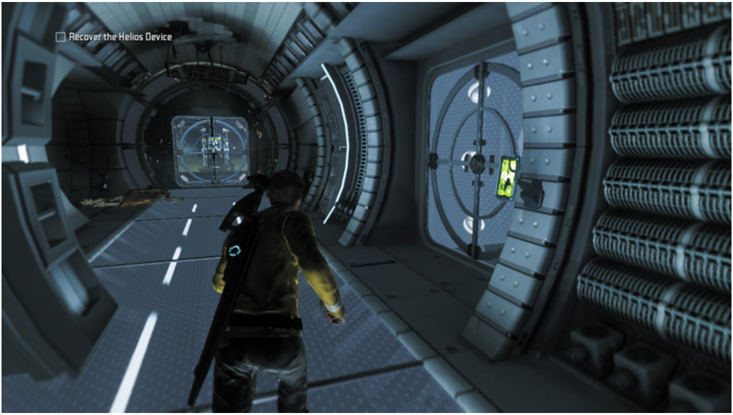
XP: 100

Log Entry: I very, very much want to take this thing apart and figure out how it works. It's the engineer in me. I'm also very, very afraid of what will happen to me if I attempt to do so. It's the terrified Scot in me.


☑ COMMENDATION: Find an alternate path around the Gorn's ambush
COMMENDATION
ALERT
+ 300
1,300

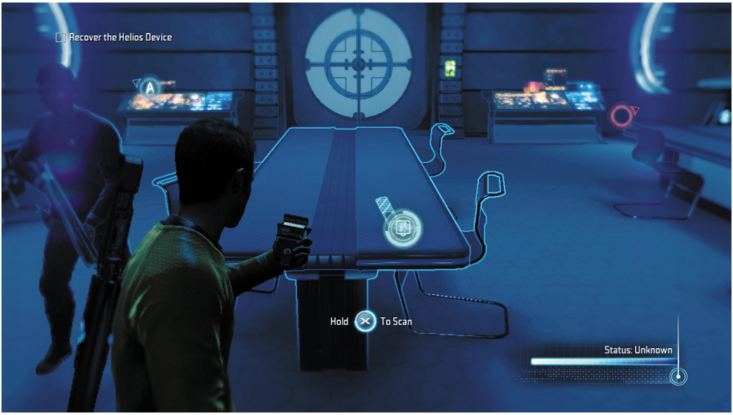


Drop through the hatch on the right side of the passage and immediately take cover behind the nearby crate. Sneaking up on the Gorn Initiates has earned you another commendation worth 300 XP. But don't pat yourself on the back just yet. Using your weapon of choice, return fire, engaging the Gorn Initiates with lethal force. This might be a good time to try out one of those Stun Grenades. Toss it toward the enemies to stun them, then charge forward and dispatch them with takedowns before they can recover. But watch for a third Gorn Initiate to come charging out of the nearby door on the right.



After you dispatch the three Gorn Initiates, proceed into the next corridor. There are no enemies here, but there are a couple of collectables in this area, including one in the room on the right.

24: T'Mar's Audio Log #5



Enter the room on the right side of the corridor and scan the audio log resting at the end of the center table.

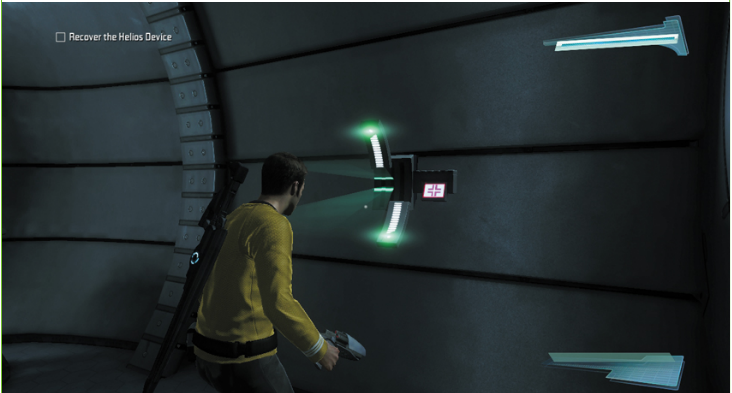
Type: Audio Log

Set: Vulcan Laboratories Part 2/Logs

XP: 50

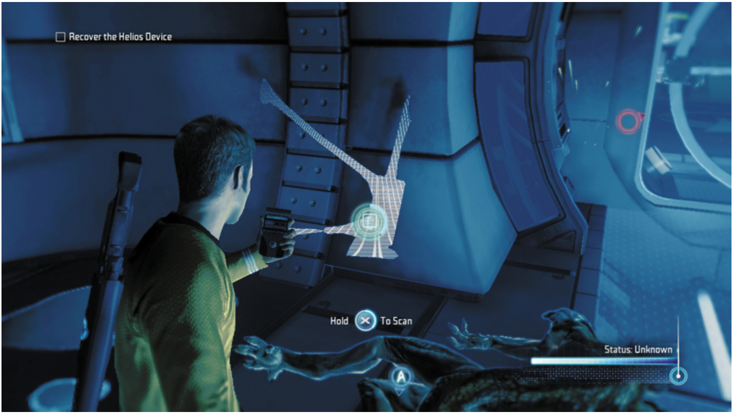
Log Entry: We stand at the dawn of a new era for the Vulcan race. Thanks to Helios, we have a chance to create a new home on a planet never before inhabited. The unlimited energy provided by Helios will allow us to create a haven for our people. And yet, our resources provided by the Vulcan High Council are insufficient. Without help from another source I fear our greatest hope may be lost before it can be born.

Tip



The room containing the audio log also has a Med Station. If you were injured in the previous firefight, interact with this device to restore your health.

25: Unknown Hacking Tool



Return to the main corridor and scan this object on the left, next to an Energy Station and a dead Gorn Initiate.

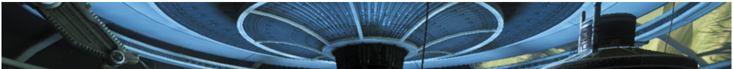
Type: Research Data

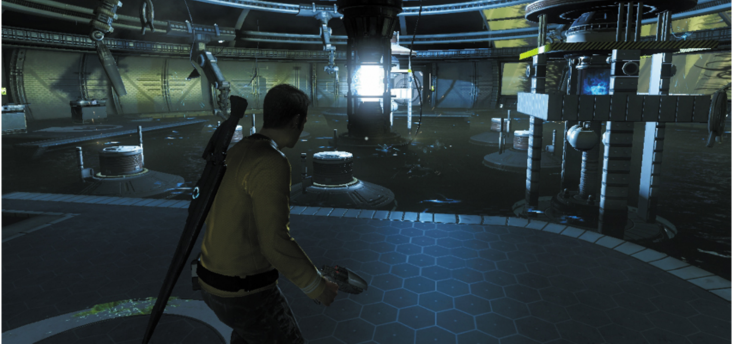
Set: Vulcan Laboratories Part 2/Unknown Technology

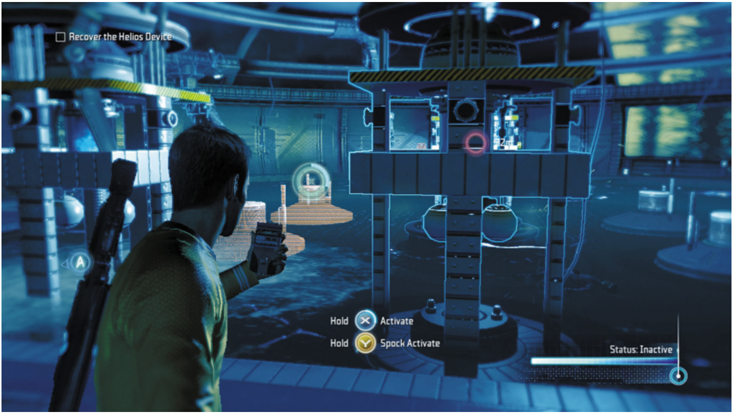
XP: 100

Log Entry: I quite like this little gadget. It’s designed to hack into a computer, but the program it runs is never the same. It rewrites itself depending on the nature of its target. Makes it devilishly hard to defend against. Which is why I don’t want it coming anywhere near the Enterprise.

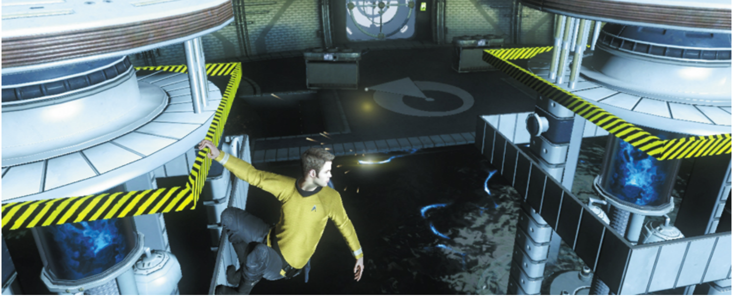
Power Room

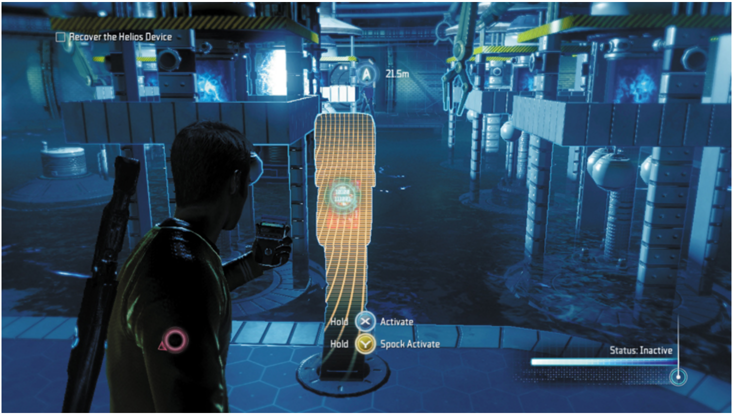






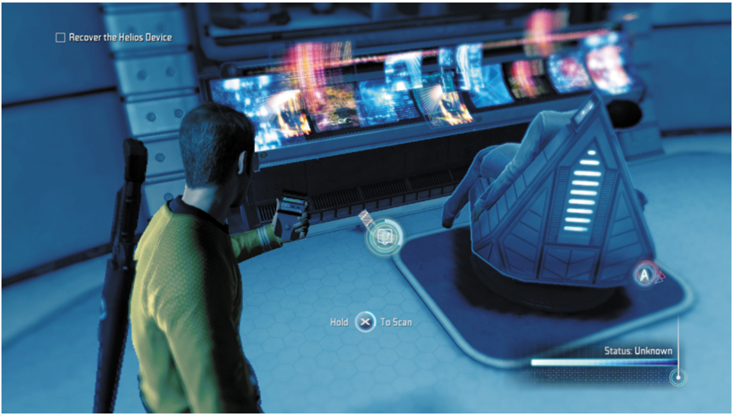
Work together with you partner to pry open the door at the end of the corridor to enter the next room. Soon after entering this partially flooded power room, an infected Vulcan, wading through the water, is electrocuted—it's clear you'll need to find another way across. Use your tricorder to activate a series of pillar-like transformers that are partially submerged in the water. The idea is to create a bridge across the water so you can leap from one transformer to the next to reach the other side.





Once you've raised a few transformers, begin the crossing by leaping to the nearest one. Traverse along the yellow-and-black striped edge of the transformer until your back is facing a nearby transformer—but don't jump yet. Instead, push out, in the direction you wish to jump—your character will automatically twist and lean in the direction. Once your character is properly aligned and facing the proper direction, perform a jump to reach the next transformer. Continue jumping from one transformer to the next until you can reach the dry walkway on the other side of the room. If necessary, you can access your tricorder while gripping one of the transformers—it may be necessary to raise a submerged transformer during the crossing. Once safely on the other side, use your tricorder to interact with the console, shutting down the power in the room and thereby making it safe to wade through the water. This allows you to enter the office on the perimeter of the room to obtain another collectable.

26: Surok's Audio Log #4



Once the water is no longer electrified, wade over to this small office on the power room's perimeter and scan this audio log on the floor, next to the dead Vulcan behind the console.

Type: Audio Log

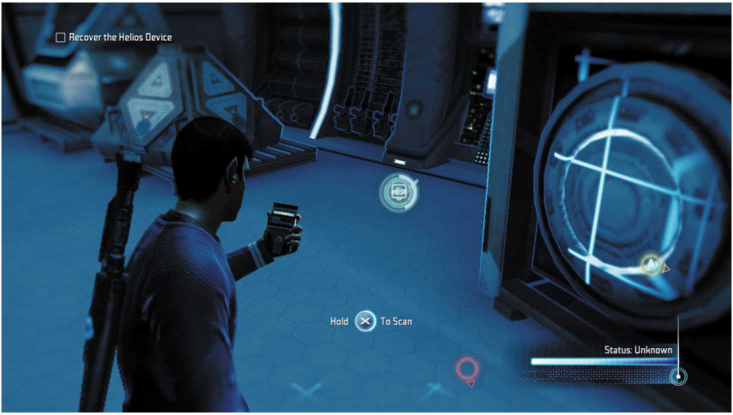
Set: Vulcan Laboratories Part 2/Logs

XP: 50

Log Entry: My daughter is the most brilliant scientist I know. Her skill is matched only by her imagination. To have conceived of such a thing as the Helios Device, and to have brought it to so close to a reality, she honors not only her family, but the entire Vulcan people. She has taken it upon herself to provide a future for us all. Would I have had the courage to pursue such a solution? To put into practice theories that tinker with the very fabric of our universe? I am not sure I would have. My daughter does. And my trust in her outweighs any reservations I may have for now.

Exit the Power Room and enter the next corridor. The path ahead is blocked due to an unpowered door. Spock suggests retrieving a power cell from a functional socket—perhaps from the nearby lab. But the door to the lab isn't working either. Scan the crate in the middle of the corridor to initiate a one-way boost. Alternately, hop onto the crate and request a boost from your partner. Whichever player accepts the boost is responsible for entering the lab via the overhead passage and retrieving the power cell—the other player must wait behind in the corridor.

27: T'Mar's Audio Log #6



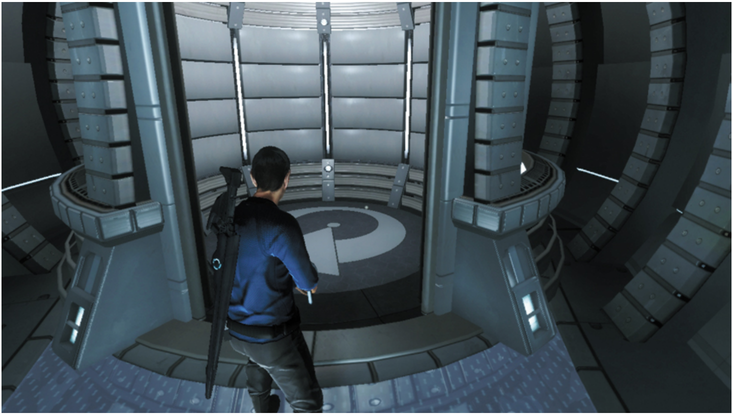
Once in the lab, scan this audio log on the floor next to a pyramid-shaped crate.

Type: Audio Log

Set: Vulcan Laboratories Part 2/Logs

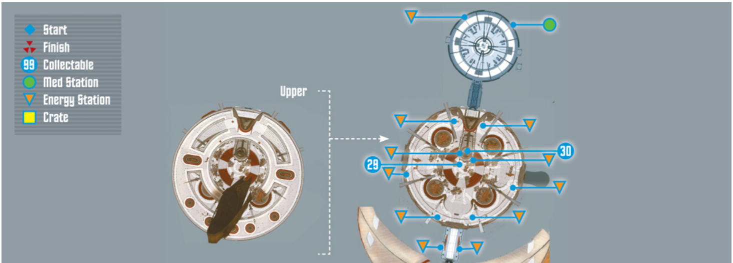
XP: 50

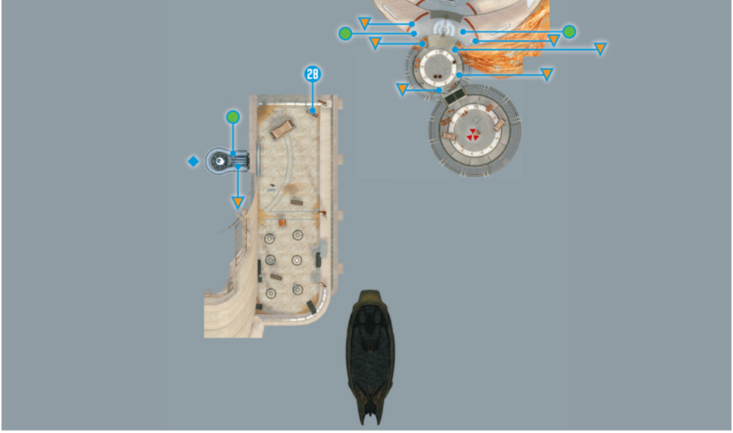
Log Entry: My faith in the Helios Device remains strong. But recent tests indicate that our grand experiment will not proceed as easily as we had hoped. The construction of the device is almost complete, and ahead of schedule. The assistance provided by Commodore Daniels of Starfleet has been invaluable. And yet, we have detected anomalies we are unable to explain. Surok is concerned that we are proceeding too quickly. I remain confident in our plan, but father is not wrong. The closer we get to Helios becoming fully operational, the more careful we must be.



After scanning the audio log, locate the power cell—it's next to the lab's locked door. Retrieve the power cell from its socket, then use your tricorder to unlock the lab's door. Rejoin your partner in the corridor and carry the power cell over to the unpowered door. Just beyond the door is a Turbolift leading to the surface. Step inside and get ready to chase after the Helios Device.

Vulcan Escape



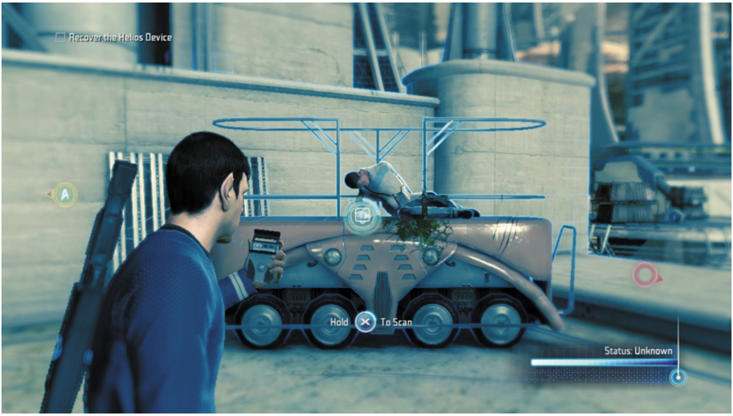


Open this map in a new window

Collectables Checklist

#	Name	Type	XP
28	Surok’s Audio Log #5	Audio Log	50
29	Sh’Tok Memorial	Research Data	100
30	T’Par Memorial	Research Data	100

28: Surok’s Audio Log #5



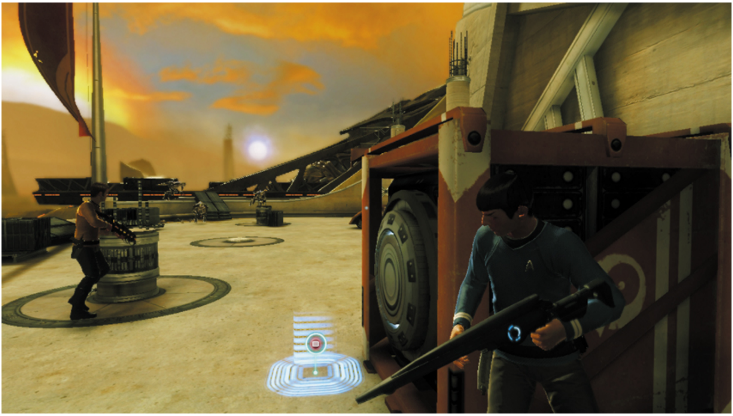
Immediately after exiting the Turbolift, turn to the left and scan the audio log in the hand of the dead Vulcan laying on the orange vehicle.

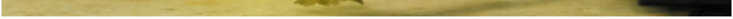
Type: Audio Log

Set: Vulcan Escape/Logs

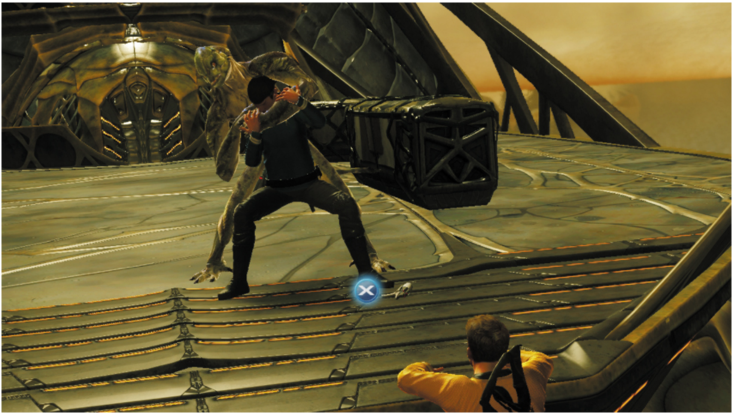
XP: 50

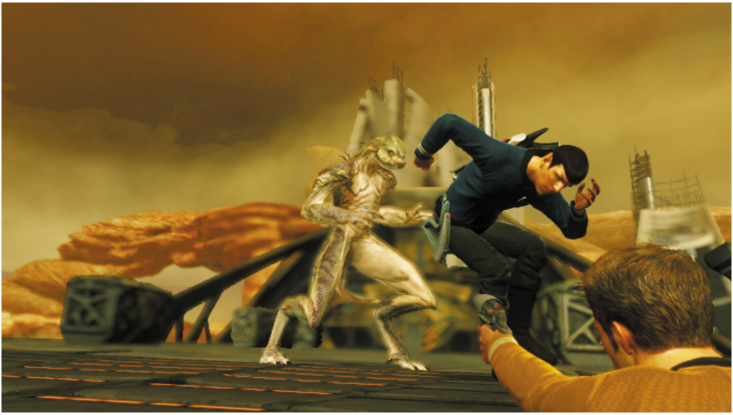
Log Entry: This is Surok of Vulcan. It does not surprise me that the Helios Device has attracted the attention of Starfleet. In the wrong hands, a device that can harness the power of stars to reshape the geology of a planet could be used as a doomsday weapon. Fortunately, it is a Vulcan creation and as such is used only according to the rules of logic. To abuse the power of Helios would be against all the principles upon which Vulcan civilization was founded—the same principles we seek to preserve in this new Vulcan colony. As beneficial as Helios is to our people, I am grateful there is only one such device in existence. To replicate it would be to invite its use by less ... responsible parties. To replicate it, would court disaster.



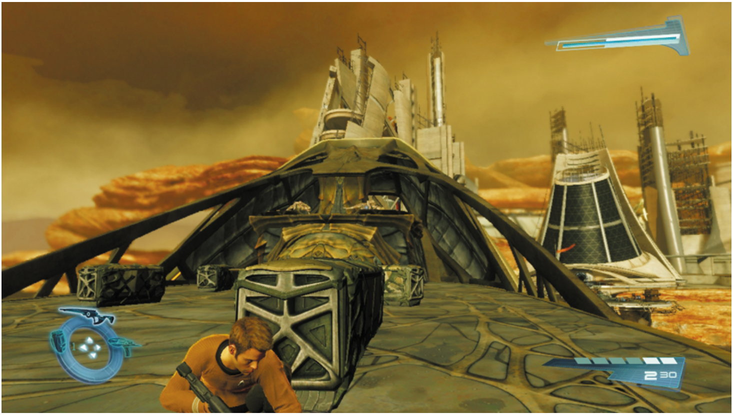


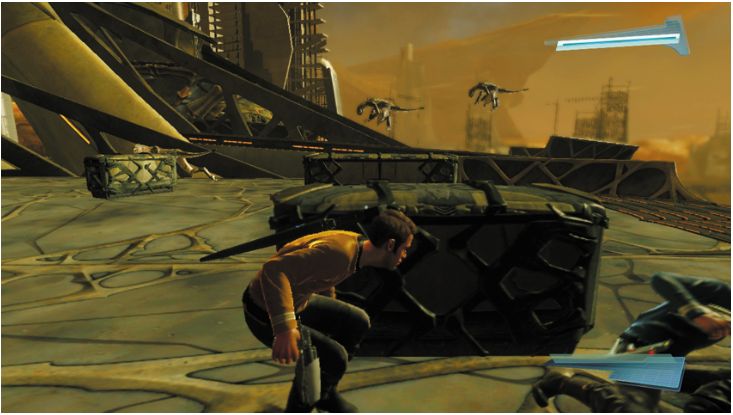
After scanning the audio log, turn to the right and take cover behind one of the crates. A Gorn ship appears in the distance, dispatching several Gorn Initiates to hunt you down. Hold your ground and engage the enemies one at a time—just make sure none of them flank your position. The Gorn Initiates are easy to dispatch using any of the weapons you've encountered thus far. But the Starfleet Type III Rifle ensures a one-hit kill.





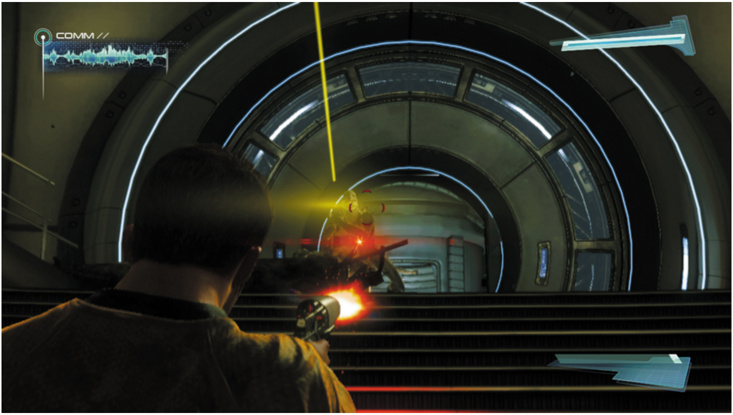
Once you've eliminated all the Gorn Initiates, the Gorn Lieutenant carrying the Helios Device boards the nearby ship. Kirk and Spock follow closely behind, leaping aboard the vessel. But Kirk's jump falls just short of the ship's deck, and he reactively clings to the ledge. Spock tries to help, but is restrained by a Gorn Initiate. If you are playing as Spock, press the button shown on-screen to kick a phaser to Kirk so he can shoot the Gorn Initiate. If you are playing as Kirk, you must make the shot with the phaser. Be careful not to hit Spock.

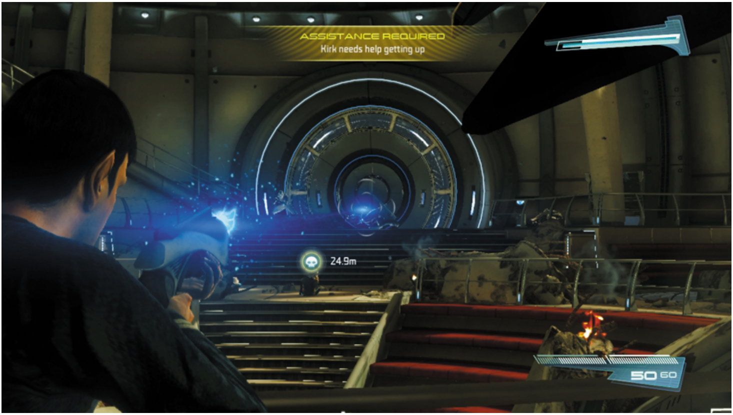




Once you're both on the deck of the Gorn ship, watch out for more Gorn Initiates positioned on the superstructure ahead. Take cover behind one of the crates on the deck and return fire with the weapon of your choice. But be ready to shift to a new covered position as a second ship appears on the right. Take cover behind the crates on the left side of the ship to deal with these new arrivals. If you haven't used them yet, now is a good time to use those Stun Grenades, while the Gorn Initiates are bunched up in tight group. Stunning them makes them easier to pick off, one by one. After eliminating the latest group of enemies, the nearby ship targets you with its main weapon. Spock manages to push Kirk out of the way just in time, and they both avoid the brunt of the resulting explosion. However, the targeted Gorn ship is heavily damaged and it falls out of the sky and crashes into one of the colony's main structures.

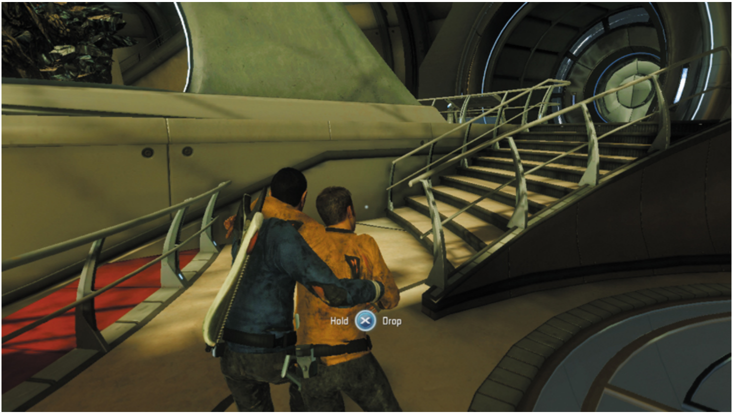
Great Hall

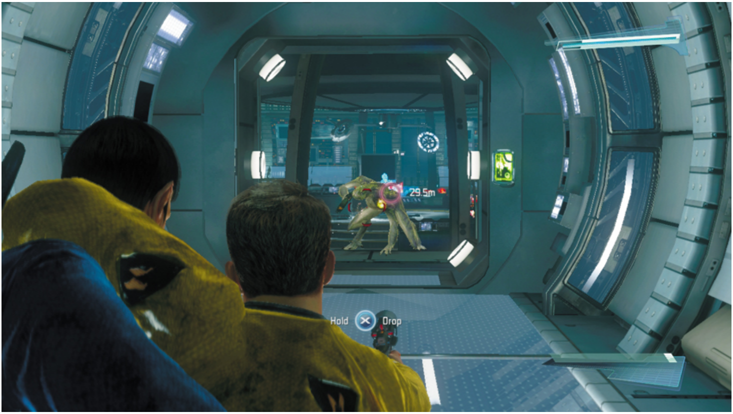




Kirk finds himself on the floor of the Great Hall, but he can't move—his leg is broken. If you're playing as Kirk during this sequence, you can crawl about on the floor at a slow speed. But turn most of your attention to the Gorn Initiates attacking from the perimeter walkway and nearby doorway. Armed only with a phaser, you must make each shot count. Consider stunning your targets first, then follow up with lethal shots to put them down. If you're playing as Spock, you must reach Kirk before he's overrun by the Gorn Initiates. Spock starts on the upper level of the Great Hall and is armed with his phaser as well as a Vulcan Pulse Cannon. Use the Vulcan Pulse Cannon to target the enemies around Kirk's position. Use cover during the advance and use the nearby Energy Stations to replenish ammo as necessary during this firefight.

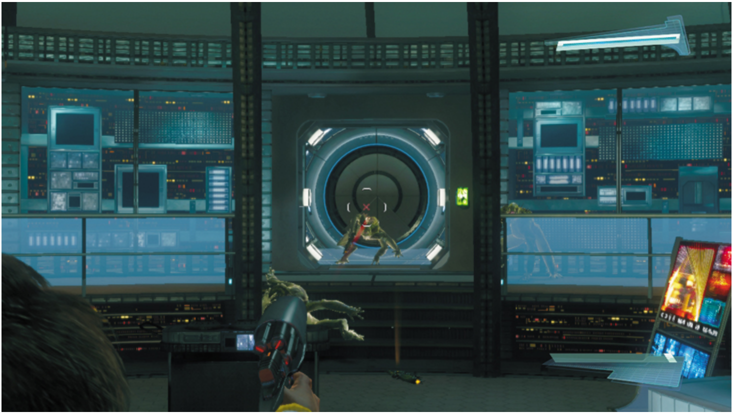
New Objective: Heal Kirk

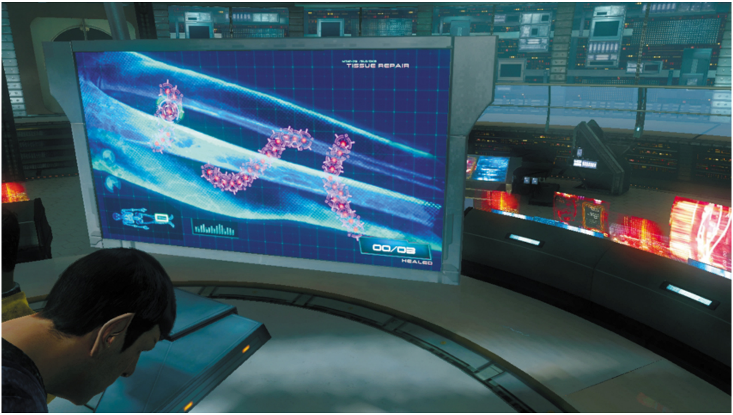




Once Spock reaches Kirk, the two must travel to a nearby medical facility, which is marked on the HUD with a waypoint marker. During this sequence, Spock helps Kirk walk while Kirk operates his phaser. As the two hobble toward the waypoint, more Gorn Initiates emerge from the medical facility. Attack aggressively with Kirk's phaser, gunning down the enemies as they come into view. Don't bother stopping or taking cover. You can handle the Gorn Initiates while pressing forward.

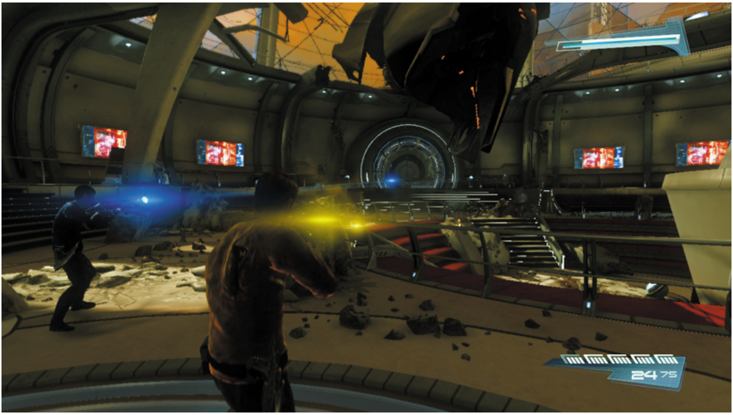
Medbay





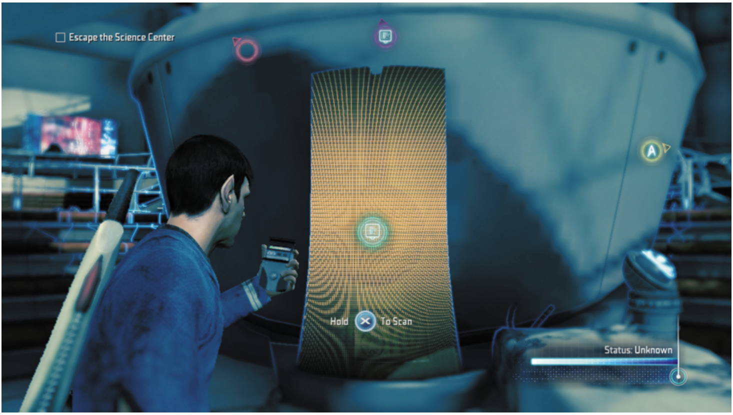
Get Kirk onto the gurney in the center of the medbay. This is another sequence which requires teamwork. Kirk must hold off the attacking Gorn Initiates that are emerging through the nearby door, while Spock operates on Kirk's leg. If you're playing as Kirk, keep your phaser pointed at the doorway and blast anything that moves. However, fire at a slow and steady pace to prevent your weapon from overheating. Meanwhile, Spock must repair the tissue in Kirk's leg. Follow the on-screen directions to target the fractures in Kirk's leg, essentially erasing the red marks with the reticle while holding down the fire button. Once all of the fractures are healed, work together to finish off the remaining enemies in the medbay. Kirk may want to equip himself with one of the dropped Ravagers. It's time to find a way outside—T'Mar reports that she is heading to your location, despite Kirk's protests.

New Objective: Escape the Science Center



Exit the medbay and return to the Great Hall. But be ready to take cover—several Gorn Initiates occupy the far side of the room, waiting to ambush you. There's no need to rush. Stay behind cover and engage the enemies one at a time. Don't forget to use your tricorder to spot the enemies hiding behind cover. Once the room is clear, take a quick time out to scan a couple of items in the center of the room.

29: Sh'Tok Memorial



Scan this plaque in the middle of the room to learn more about a renowned Vulcan scientist.

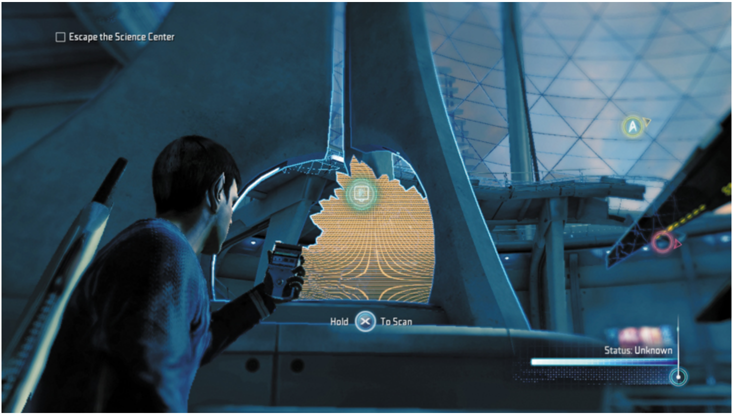
Type: Research Data

Set: Vulcan Escape/Vulcan Remembrance

XP: 100

Log Entry: This monument is dedicated to the memory of Vulcan scientist Sh'Tok, last acting administrator of the Vulcan Science Academy prior to the destruction of the Vulcan homeworld.

30: T'Par Memorial



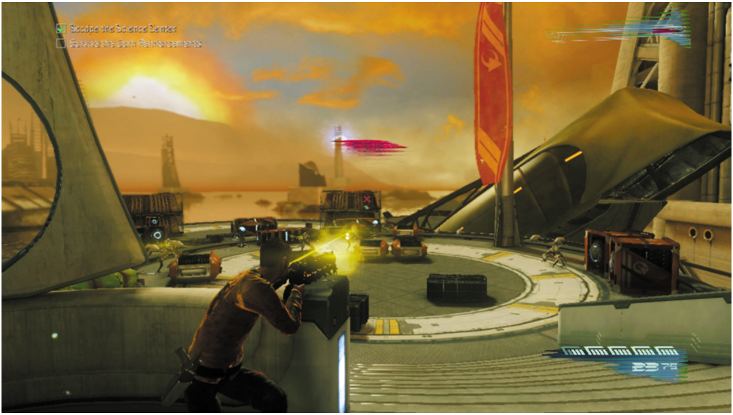
Scan the rock-like sculpture above the Sh'Tok Memorial to add another entry to your collection. Type: Research Data

Set: Vulcan Escape/Vulcan Remembrance

XP: 100

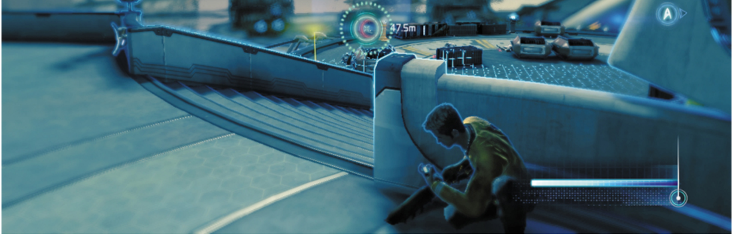
Log Entry: This sculpture is dedicated to the memory of Vulcan scientist T'Par, Chief Scientist of the Vulcan High Council prior to his death during the destruction of the Vulcan homeworld.

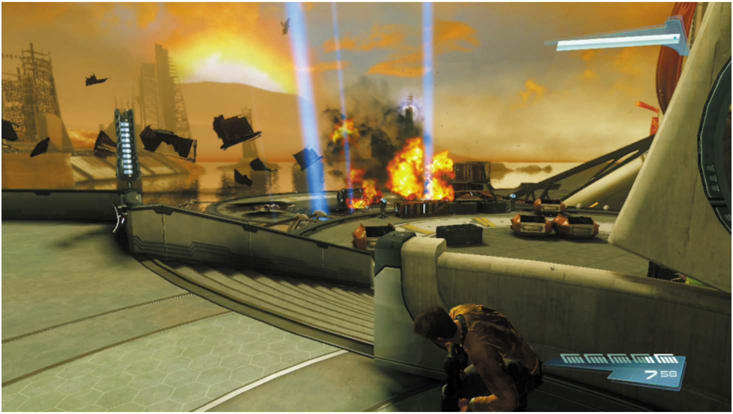
New Objective: Survive the Gorn Reinforcements



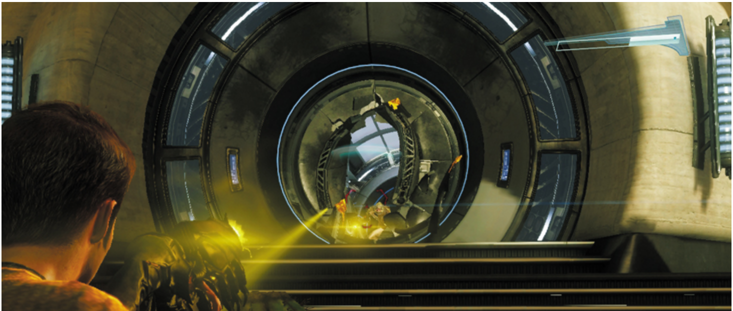
Work together with your partner to pry open the door at the far end of the Great Hall. T'Mar is waiting on the other side, reporting that the Gorn have completely infested the colony. Before exiting this chamber, replenish you ammo by interacting the Energy Station on the left side. Beyond the next door another Gorn ambush awaits. Rush outside and take cover, exchanging fire with the numerous Gorn Initiates on the landing pad below. Limit your exposure by blind firing, using the dot reticle to aim over your cover. This allows you to take quick shots from behind cover and reduces your chances of getting hit. But even after eliminating the first wave of enemies, Scotty can't achieve a transporter lock. Kirk orders Scotty to fire torpedoes at the next wave of enemies—but he'll need some targeting assistance to score a direct hit.

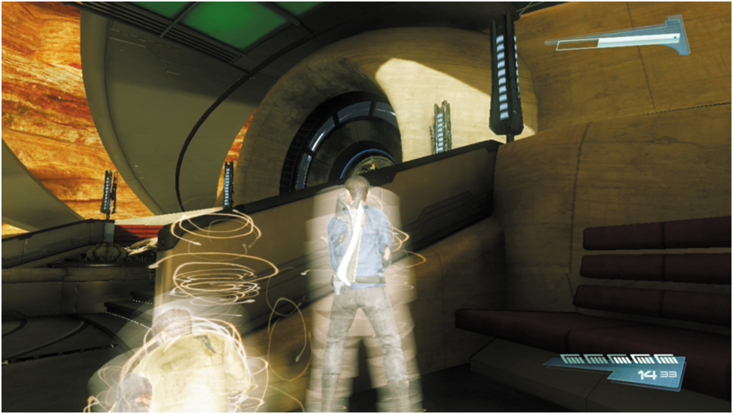
New Objective: Call down an orbital strike using your tricorder.





While still behind cover, activate your tricorder and target the red waypoint marker ahead, holding down the fire button to initiate the torpedo barrage. Once the lock is achieved, the Enterprise unleashes a salvo of torpedoes from orbit. Within seconds, the familiar blue streaks appear over head and slam into the target area, killing all the Gorn Initiates. But the fight isn't over yet.





Soon after the torpedo strike, a new wave of Gorn Initiates approach from the Great Hall. Find some new cover fast to avoid be flanked and return fire. You don’t have to eliminate every single enemy during the sequence. So find a good hiding spot and hold the enemies at bay until Scotty reports that the interference is clearing up—T’Mar feels this is due to the Gorn escaping with the Helios Device. Stay put until Scotty can beam all three of you back to the Enterprise.

Space Battle

Chapter Summary

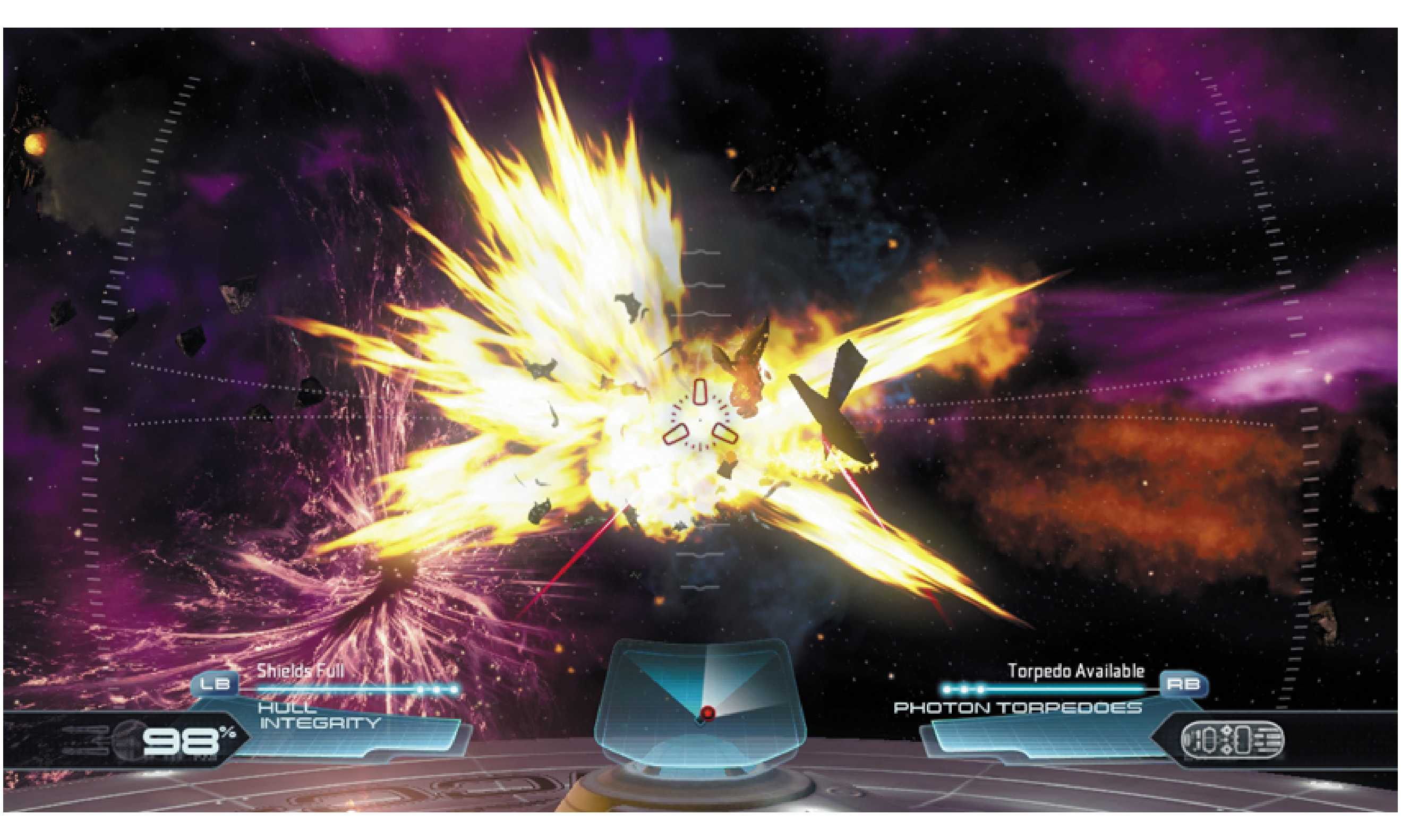
- The crew of the Enterprise battles the Gorn ships in space and attempt to stop them from going back through the rip.
- Collectables: None

Achievements/Trophies

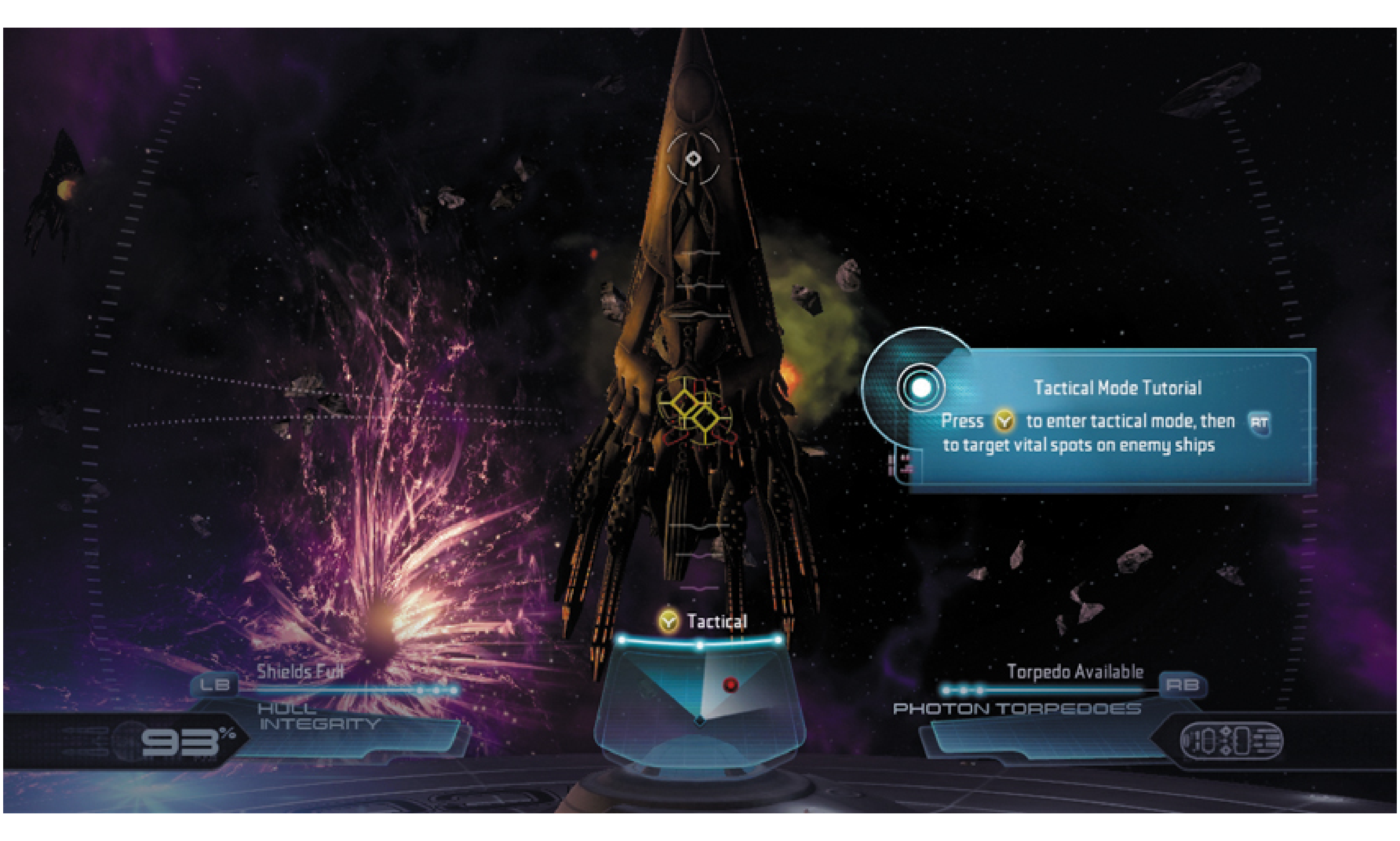
Icon	Name	Criteria	Gamerscore	Trophy
	All Power to Forward Shields	Complete the Space Battle with zero damage to the hull	30	Bronze
	Beat Space Battle	Completed the Space Battle chapter on any difficulty	20	Bronze

Enterprise

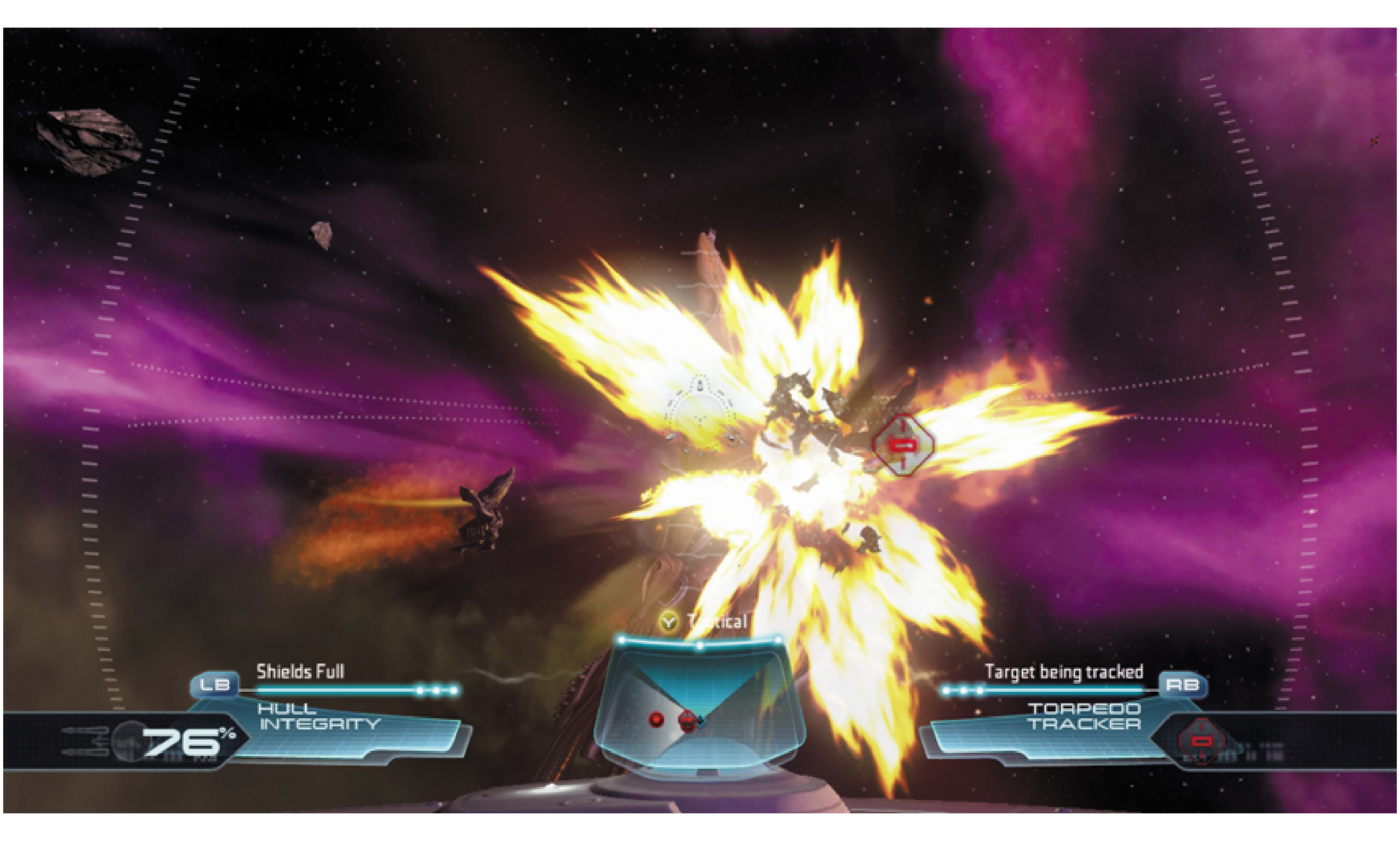
Back onboard the Enterprise, Kirk orders Sulu to chase after the Gorn ships—you can't let them escape back through the rip with the Helios Device. An attempt to hail the fleeing ships goes unanswered. Spock reports that a Vulcan life sign is onboard the largest Gorn ship. It appears that the Gorn have abducted Surok—T'Mar advises a more cautious approach. Chekov reports that enemy fighters are within range. The enemy ships are changing course and heading directly for the Enterprise.



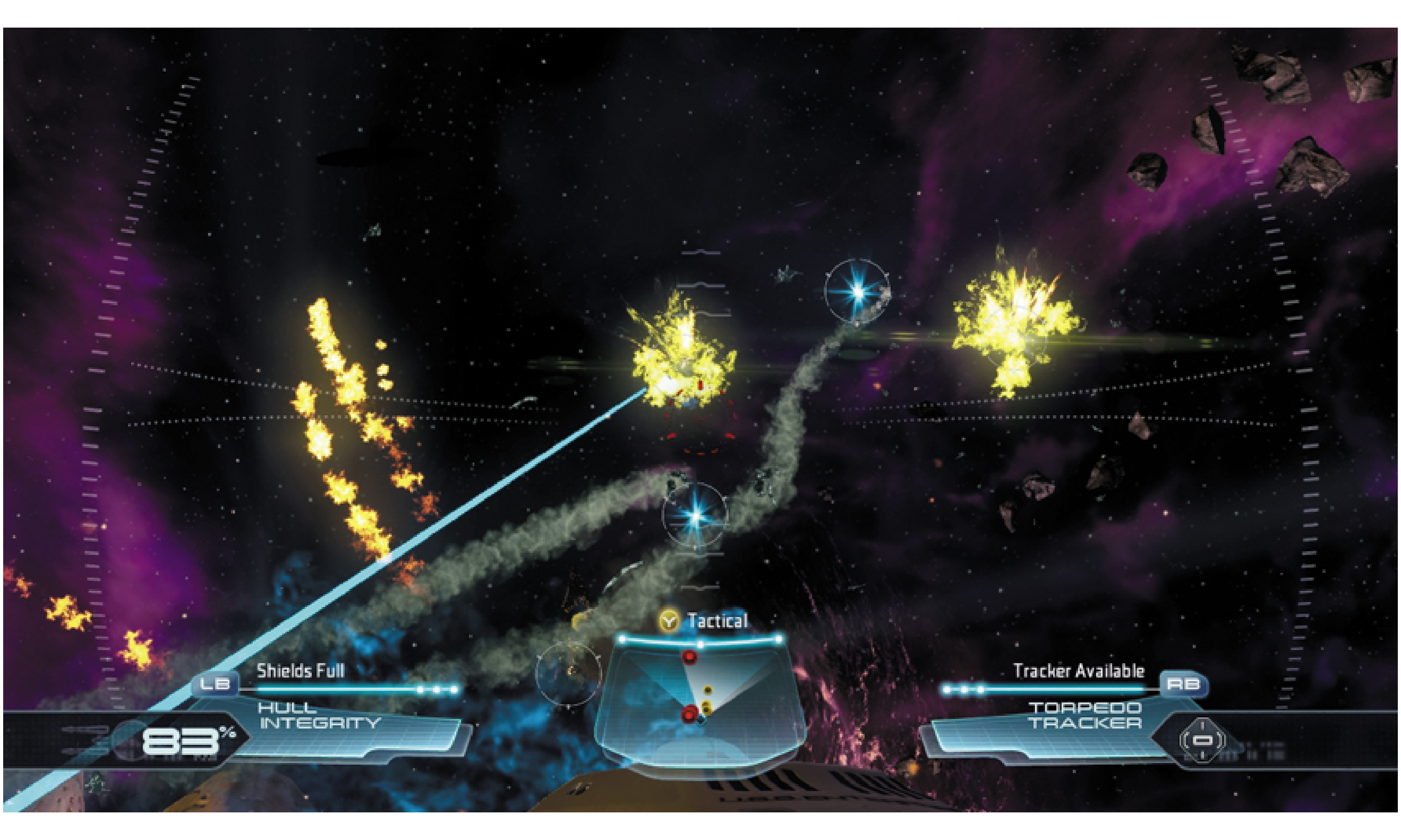
During this sequence you must defend the Enterprise against attacks by the Gorn ships. The camera is situated just above the Enterprise's saucer section, giving you a commanding view of the battle. You have complete control of the Enterprise's weapons systems—the primary fire button fires the ship's phaser banks while the secondary fire button launches photon torpedoes (Kirk) or initiates a torpedo tracker (Spock). Use the radar display at the bottom of the HUD to track incoming enemy ships, which appear as red dots. Rotate the camera view to track targets approaching from the left or right. Use the aiming reticle in the center of the HUD to target the Gorn ships with the Enterprise's weapons. The incoming fighters move quickly, but are easily destroyed with one hit from the phaser banks.


Tactical Mode Tutorial
Press Y to enter tactical mode, then RT to target vital spots on enemy ships
Tactical
Shields Full
Torpedo Available
PHOTON TORPEDOES

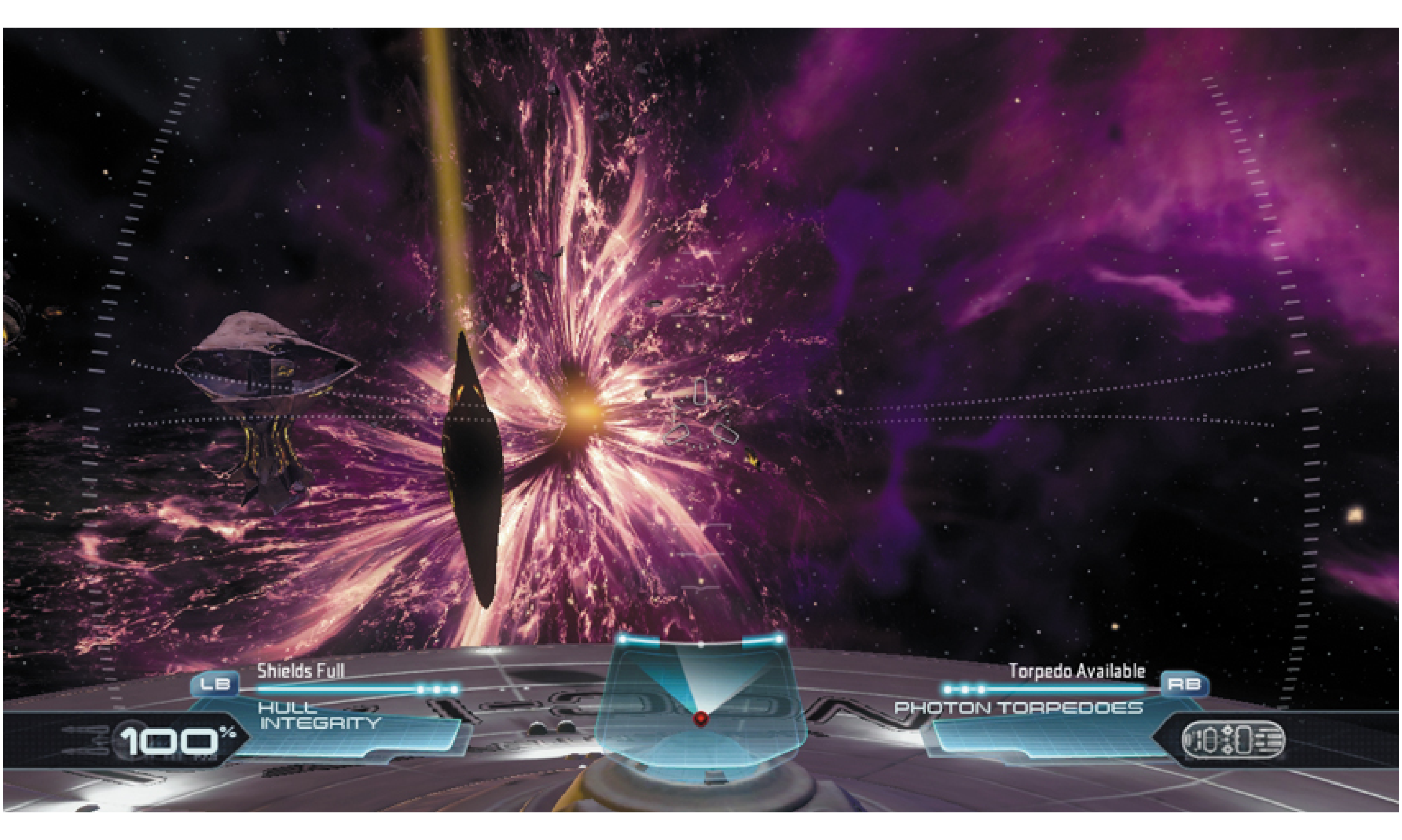
Once the enemy fighters have been destroyed, a larger enemy ship approaches from the right. Spock suggests focusing all weapon fire on its vital points. Here you're prompted to enter Tactical Mode by pressing the button shown on-screen. Tactical Mode slows time, allowing you to lock the Enterprise's weapons on multiple targets at once. Place the aiming reticle over the marked vital spots of Gorn ship and press the fire button to lock the weapons onto each of the three points. Once all three vital spots are targeted, the Enterprise unleashes a volley of phaser and torpedo fire, annihilating the Gorn ship. As you can see, Tactical Mode is very powerful, but must be used sparingly—after each use, there's a brief cooldown period of a few seconds, during which you cannot enter Tactical Mode.



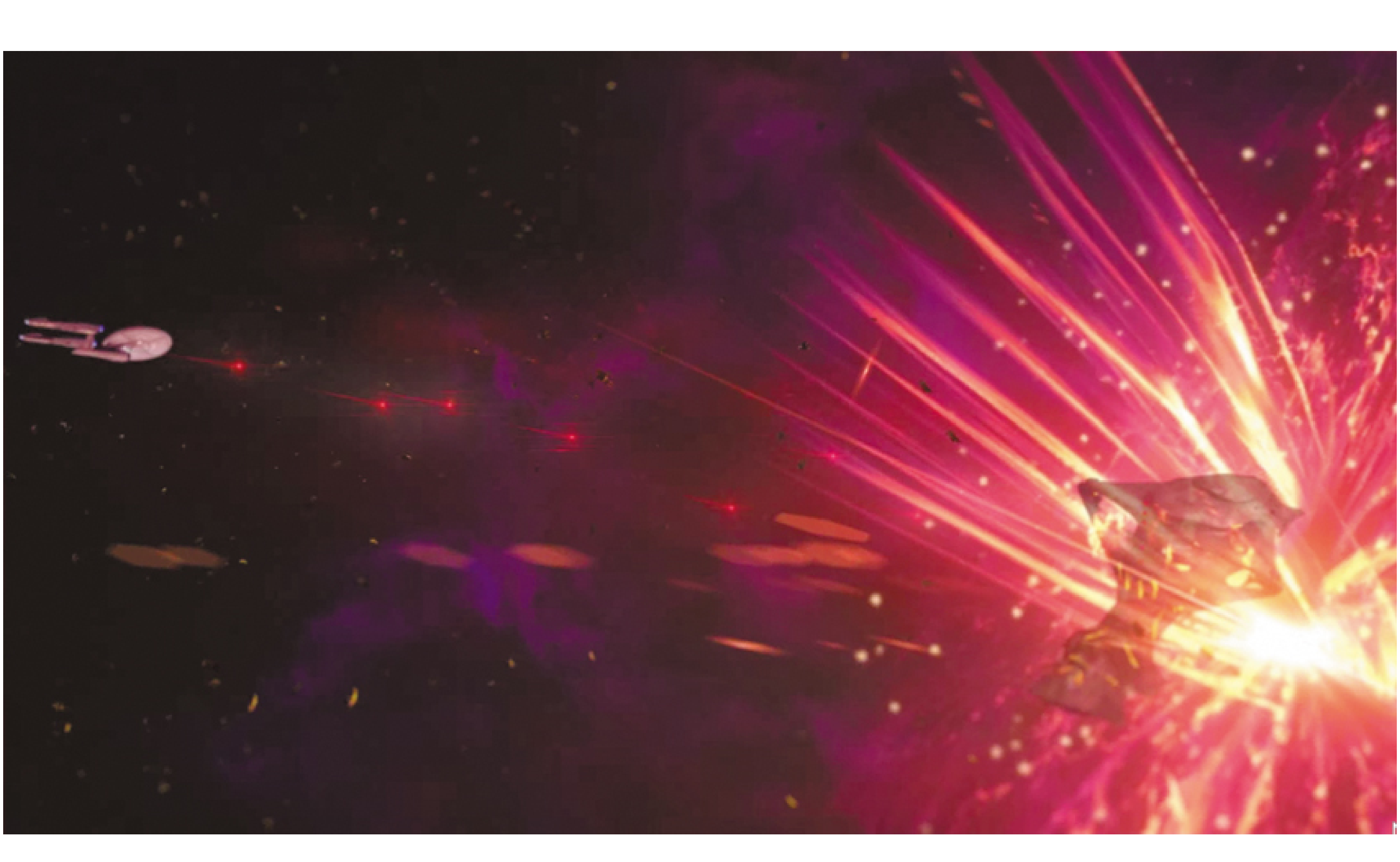
Following the Tactical Mode tutorial, resume targeting enemy ships that are closing on the Enterprise. While the phaser banks are effective, don't forget about your photon torpedoes. These powerful weapons inflict heavy damage on the enemy ships. You can only fire torpedoes when playing as Kirk. By default, torpedoes travel in a linear path, much like the phaser blasts. But if Spock targets an enemy ship with a torpedo tracker (also the secondary fire button) torpedoes will home in on the target. The red bracket icon appears on the HUD when a target is tracked—take this as your cue to fire a torpedo. Working together, have Spock lock on to ships using the torpedo tracker so Kirk can fire torpedoes with greater accuracy. Once Tactical Mode recharges, activate it again to target the vital points on the larger enemy ships—use this mode as frequently as possible because it gives the Enterprise a huge advantage.



Pay attention to the yellow dots on the radar display. These represent incoming torpedoes fired by the Gorn ships. Rotate your view to spot these torpedoes, which appear as bright blue lights on the HUD. While playing as Spock, target the incoming torpedoes with the Enterprise's defensive weapons. Assist the Enterprise's automated defenses by targeting the incoming torpedoes with the phaser banks. The Enterprise's automated defensive weapons (appearing as blue beams) are most effective when you place the aiming reticle directly over an incoming torpedo. Each enemy torpedo that's missed strikes the Enterprise, reducing the ship's hull integrity, which is shown in the bottom left corner of the HUD.



After you eliminate the second wave of Gorn ships, the enemy's tactics become more desperate, as indicated when a Gorn fighter slams into the Enterprise's saucer section. It appears the Gorn have turned to kamikaze attacks in their effort to stop the Enterprise's pursuit. Scotty reports that the ship is holding together, but he's not sure how many more direct hits it can take. These ships approach at a high angle, making them difficult to hit. However, you can deflect their attacks by activating the Enterprise's shields prior to impact. If an enemy ship gets through, it burrows itself in the Enterprise's saucer section before exploding, inflicting massive hull damage. You can mitigate damage by activating the shields following an impact—this dislodges the enemy ship before it can explode. When you're not defending against the kamikaze fighter craft, engage the other Gorn ships attacking the Enterprise.



The Gorn ships eventually stop their attack, resuming their course toward the rip. As the Enterprise gains on the lead Gorn ship, the path ahead becomes filled with debris—the large Gorn ship is opening fire on its own fleet, creating a debris field from their own people. When the Enterprise closes within torpedo range, Kirk orders Sulu to disable the Gorn ship's engines to disable it. But Sulu reports that there's too much debris ahead—he can't line up the shot. Instead, the torpedo must be guided manually. Once the torpedo is fired, it's up to you to guide it through the debris and into the Gorn ship's engine. Instead of flying the torpedo straight ahead, have it climb above the debris field and then angle downward toward the Gorn ship. The controls for the torpedo are very sensitive, so make slight inputs to alter its flight path. If the torpedo contacts any debris it will explode, and you will have to restart this sequence. Guide the torpedo into the ship's engine, which is marked with a red bracket icon. Despite your best efforts, and an aggressive volley of firepower from the Enterprise, the Gorn ship disappears into the rip.

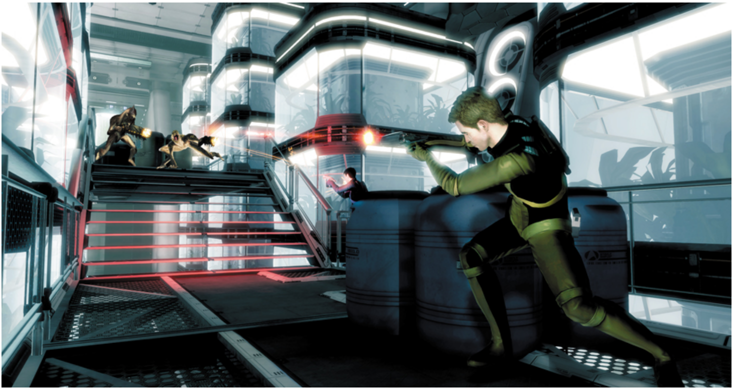
Tip

Use the Enterprise's shields and weapons to repel all enemy attacks, mitigating damage to the ship's hull. If you complete the battle with no hull damage you earn the All Power to Forward Shields achievement/trophy.

Chapter 5: Frontier Starbase

Frontier Starbase

Chapter Summary



- The Enterprise beams down Kirk and Spock to meet with Commodore Daniels. Kirk and Spock must restore the station’s systems and expel the Gorn invaders.

Frontier Starbase Collectables

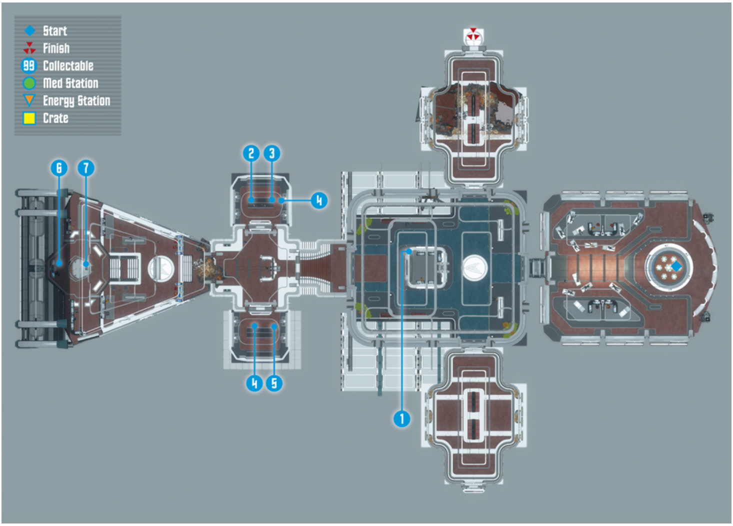
#	Name
1	Atmospheric Calibration Unit
2	Captain’s Phaser
3	Vulcan Repeater
4	Starfleet Phaser Rifle
5	Surok’s Audio Log #6
6	Starbase Command Console
7	Commodore’s Chair
8	Gorn Enforcer

9	Gorn Marauder
10	Plasma Grenade
11	Daniels’s Audio Log #1
12	Gorn Turret
13	Federation Officer
14	Attack Drone
15	Gorn Tech
16	Gorn Railer
17	Neurocortical Monitor
18	Epidermal Analyzer
19	Osteogenic Stimulator
20	Tribble (3 of 7)
21	Yolendran Spittle Pods
22	Flowering Phistella Sporophyte
23	Walgettian Fire Blossom
24	Daniels’s Audio Log #2
25	Gorn Rusher
26	Shuttle Survivor Pack
27	Daniels’s Audio Log #3
28	Remote Comms Package
29	Compact Medkit
30	Gorn Observer
31	Starbase Comms Relay
32	Starbase Armory Data
33	Daniels’s Audio Log #4
34	Starbase Power Unit
35	Engineer Transport Tool
36	Daniels’s Audio Log #5
37	Daniels’s Audio Log #6
38	Gorn Weapon Research (1 of 4)
39	Gorn Weapon Research (4 of 4)
40	Gorn Weapon Research (3 of 4)
41	Gorn Weapon Research (2 of 4)
42	Gorn Warrior
43	Gorn Pillager

Achievements/Trophies

Icon	Name	Criteria	Gamerscore	Trophy
	Marauder Master (Start)	Kill 50 enemies with the Marauder	10	Bronze
	Plasma Grenade Master (Start)	Kill 20 enemies with Plasma Grenades	10	Bronze
	My Robot Friend	Hack an enemy drone to your side and have it kill another enemy	10	Bronze
	Railer Master (Start)	Kill 50 enemies with the Railer	10	Bronze
	Pillager Master (Start)	Kill 50 enemies with the Pillager	10	Bronze
	Listening In	Found half of all audio logs	20	Bronze
	Researcher	Found half of all research items	20	Bronze
	Beat Frontier Starbase	Completed the Frontier Starbase chapter on any difficulty	20	Bronze

Arrival



Open this map in a new window

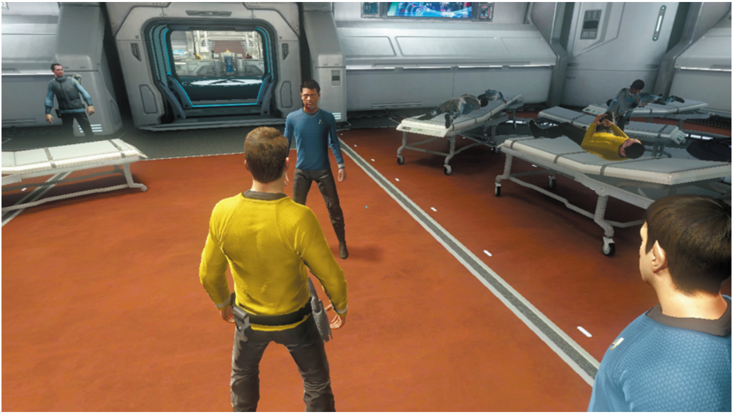
Collectables Checklist

#	Name	Type	XP
1	Atmospheric Calibration Unit	Research Data	100
2	Captain's Phaser	Research Data	100
3	Vulcan Repeater	Research Data	100
4	Starfleet Phaser Rifle	Research Data	100
5	Surok's Audio Log #6	Audio Log	50
6	Starbase Command Console	Research Data	100
7	Commodore's Chair	Research Data	100

Kirk is prepared to follow the Gorn into the rip, but his crew voices reservations. Dr. McCoy needs to get the wounded to the nearest Starbase immediately. Uhura reports that the rip is interfering with communications, leaving no way to contact Starfleet. Spock adds, that if the Enterprise were to fail, Starfleet would never know of their fate. After contemplating the situation, Kirk orders Sulu to power down the engines. T'Mar mentions that Commodore Daniels operates a Starbase nearby and may be able to provide additional support. After making the quick jump to Starbase Frontier 17, Kirk orders Sulu to take the Enterprise back to New Vulcan and pick up any survivors. In the meantime, Kirk, Spock, and T'Mar beam down to the Starbase to have a word with Commodore Daniels.

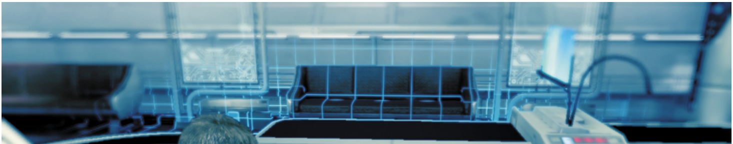
Frontier 17

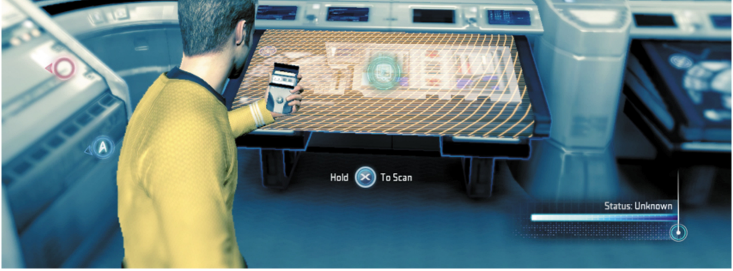
New Objective: Speak to Commodore Daniels



Dr. McCoy has established a triage of injured Vulcans and Enterprise crew members in the Starbase's transporter room—he advises Kirk to stay clear of the injured. Kirk asks McCoy to continue researching the infection while he, Spock, and T'Mar go talk to Daniels. Follow the waypoint marker into the Starbase's main lobby. But before approaching the Starfleet officer in the yellow uniform, use your tricorder to scan one of the consoles in the middle of the room.

1: Atmospheric Calibration Unit





Step behind the consoles in the middle of the room and scan this terminal to unlock a new entry.

Type: Research Data

Set: Arrival/Commanding the Station

XP: 100

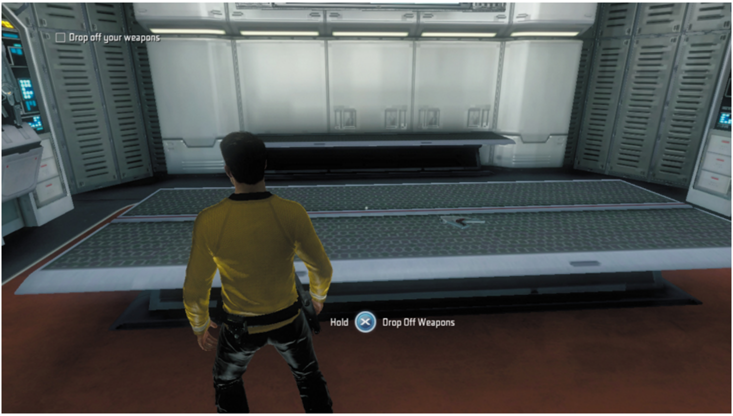
Log Entry: Quick, think of a worse job more than being in charge of atmospherics on a Starbase. Time's up! Everyone complaining to you every moment of the day about how hot it is, or how cold it is, or how little Timmy came down with the Andorian flu because the humidity in the room was too high. Show me an atmospherics officer, and I'll show you a glutton for punishment.

New Objective: Follow the escort to the command center

The officer at the waypoint marker advises you that he's been ordered to escort you to the Commodore. Kirk protests at the idea of being escorted by an armed officer, but Spock suggests it's best to play by the Commodore's rules. Follow the officer up a short flight of stairs into a security checkpoint. The officer pauses here and asks Kirk and Spock to check their weapons before proceeding to the Commodore. Once again, Kirk can't believe the formalities of the security protocol, but eventually agrees to disarm.

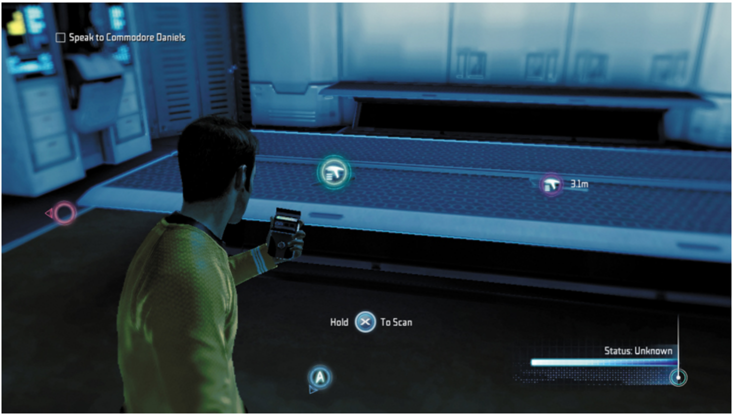
Security Checkpoint

New Objective: Drop off your weapons



At the security checkpoint, enter the armory on the right and place your phaser on the table. But before you leave this room, activate your tricorder and scan the weapons, including your own phaser. There are more items to scan in the armory on the opposite side of the security checkpoint. So use your tricorder in both armories before visiting Commodore Daniels.

2: Captain's Phaser



Immediately after placing your phaser on the table in the armory, scan Kirk's weapon.

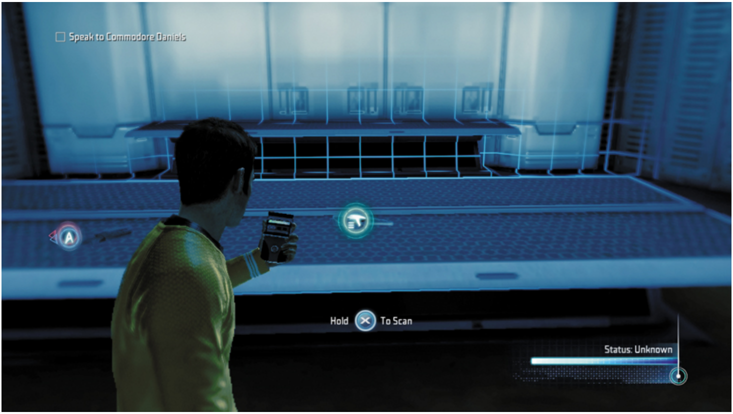
Type: Research Data

Set: Weapons/Federation Weapons

XP: 100

Log Entry: Ooh, fancy. This is a one-of-a-kind phaser created specifically for one Captain James Tiberius Kirk by his loyal Chief Engineer, who would be me. I took a standard-issue Starfleet phaser and basically made it better in every way: improved accuracy, faster reload, less recoil, quicker phase shift between stun and kill mode. I gave it all sorts of nifty projectile enhancements and added a bio-signature lock that ensures that only the Captain can use it. I'm still waiting on my special commendation.

3: Vulcan Repeater



Next, scan Spock's phaser, which is on the table next to Kirk's in the armory.

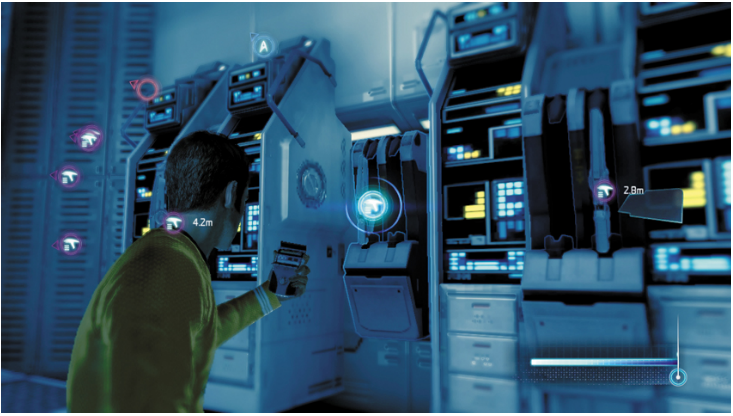
Type: Research Data

Set: Weapons/Federation Weapons

XP: 100

Log Entry: The quintessential Vulcan weapon. Efficient, no bells and whistles, optimized for non-lethal takedowns, but as deadly as can be when the situation calls for it. Much like Commander Spock, come to think of it.

4: Starfleet Phaser Rifle



Turn to the rack of weapons on the right side of the armory and scan one of the rifles.

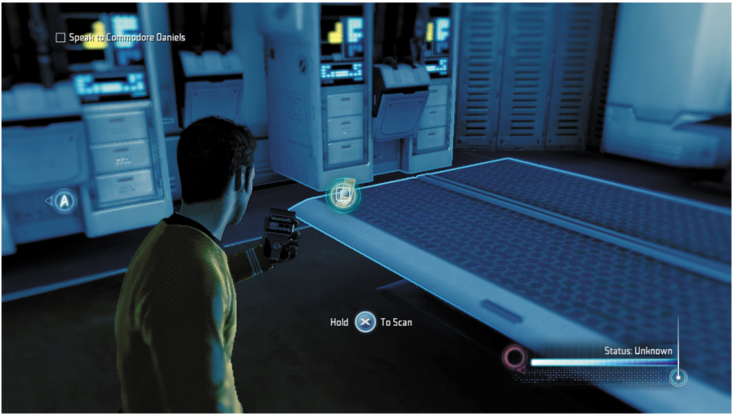
Type: Research Data

Set: Weapons/Federation Weapons

XP: 100

Log Entry: Standard-issue Starfleet rifle. The big brother of the phaser, equipped with a dilithium-enhanced deflector shield. Higher magazine capacity and longer range than the phaser pistol, but not quite as stealthy. When you use one, they'll know you're coming.

5: Surok's Audio Log #6



Enter the armory on the opposite side of the security checkpoint to locate this audio log.

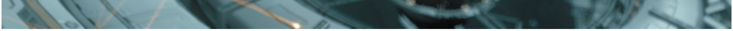
Type: Research Data

Set: Arrival/Logs

XP: 50

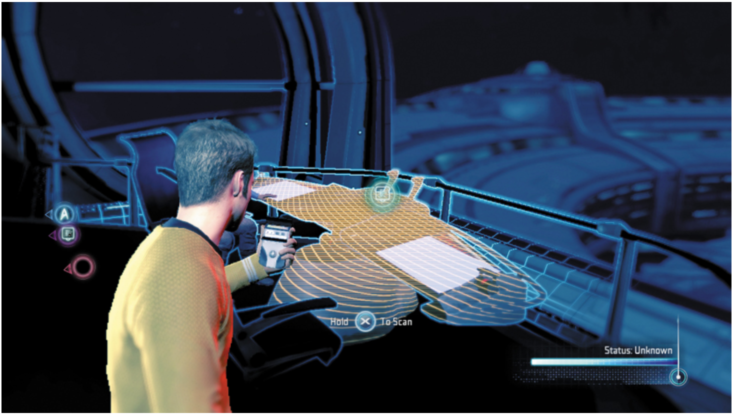
Log Entry: This is Surok of Vulcan. Even my worst fears did not anticipate the events that have unfolded in the wake of bringing Helios online. We have brought devastation upon ourselves because of that cursed device. It provided the opportunity of these bizarre and deadly creatures to overrun the colony, just as we were ready to celebrate its founding. I can only hope my warning beacon is received and that Sarek, the elder Spock, and the other Vulcan dignitaries stay away from this place. I fear that we have only invited them to their doom. Having just begun to recover from the loss of our homeworld, we now face the ultimate test—a test that could that could spell the end of our people ... forever.

Command Center



Once you've deposited your weapon in the armory, walk into the command center to begin a conversation with Commodore Daniels. Daniels is preoccupied with one question: he wants to know if anything came through the rip. He seems less concerned about the Gorn incursion and their attack on New Vulcan. Daniels nonchalantly orders Kirk and Spock to get the Helios Device back before there are more casualties. T'Mar admits that she knew the device may cause a rip, but she had no idea what repercussions it would have. But the conversation is cut short as the Starbase comes under attack by dozens of Gorn fighters. Spock advises contacting Starfleet immediately, but Daniels protests, stating that he will be the one who contacts Starfleet. In the meantime, he advises his security detail to prepare his shuttle for evacuation, and then leaves. T'Mar says she's familiar with the Starbase and can lead Kirk and Spock to the communications bay on the upper level. But don't leave the command center just yet—there are a couple of items to scan here.

6: Starbase Command Console



Before leaving the command center, scan this console beneath the large window.

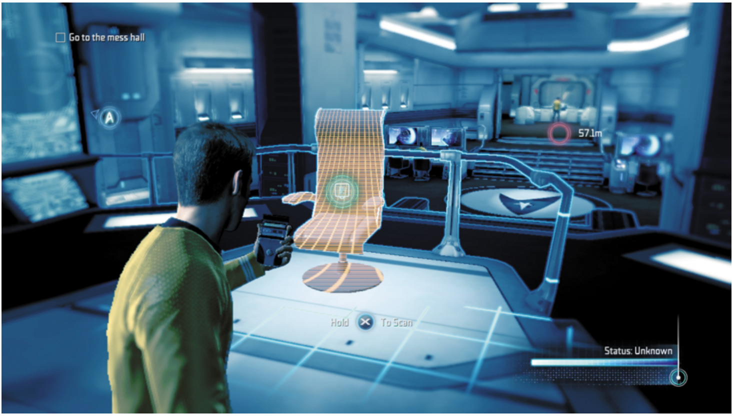
Type: Research Data

Set: Arrival/Commanding the Station

XP: 100

Log Entry: Second only to atmospheric officer in terms of terminal job dissatisfaction is Starbase systems administrator. Nobody will ever know your name until something goes wrong. Oh, the glory. The wonder. The unending boredom of sitting at a monitor watching a completely self-sufficient Starbase run itself without any help from you. Get on a ship, kids. That's where the fun is.

7: Commodore's Chair



Next, turn to Commodore Daniels's chair and scan it.

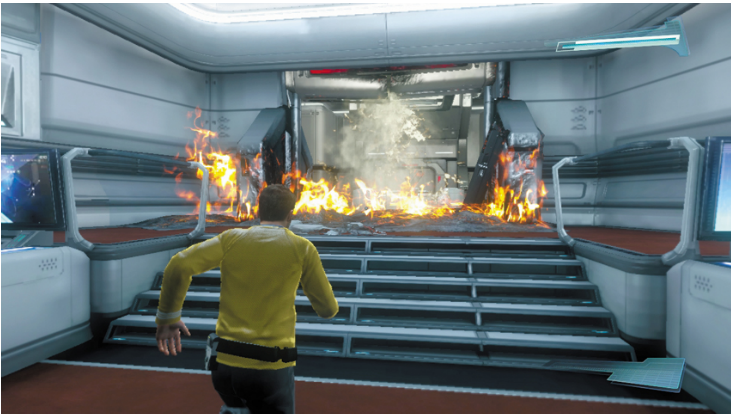
Type: Research Data

Set: Arrival/Commanding the Station

XP: 100

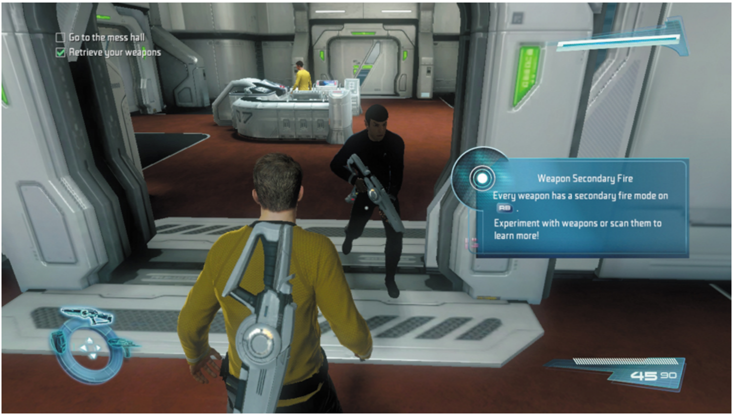
Log Entry: I still haven't figured out if the seat makes the man, or the man makes the seat. The seat being a Starbase Commander's chair, the man being a pompous blowhard who has spent a few too many years off-Earth and now runs his particular fiefdom like ... well, a fiefdom. And it's not just men. I've met horrible female Commanders too. Which leads me to think it's all the chair's fault.

New Objective: Go to the mess hall



As you move toward the command center's exit, an explosion rocks the Starbase, causing a fire to spread and block your path. Pause for a few seconds and wait for the Starbase's automated fire suppression system to put out the blaze. Once the fire is extinguished, return to the security checkpoint.

New Objective: Retrieve your weapons



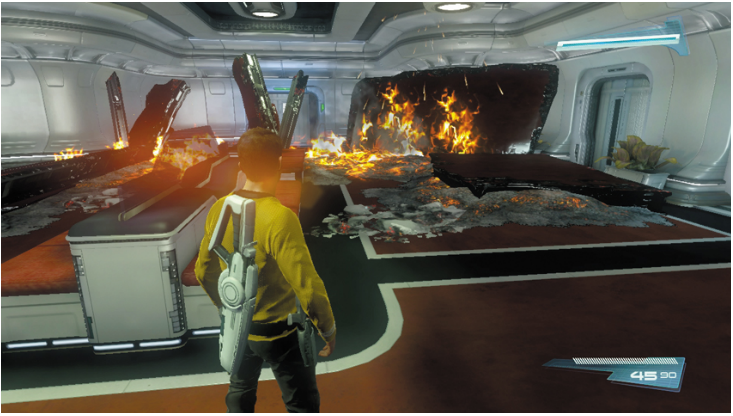
☐ Go to the mess hall
☑ Retrieve your weapons

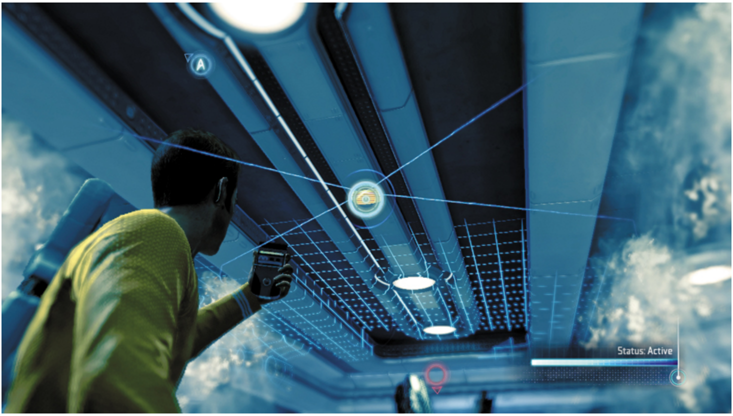
Weapon Secondary Fire

Every weapon has a secondary fire mode on RB .

Experiment with weapons or scan them to learn more!

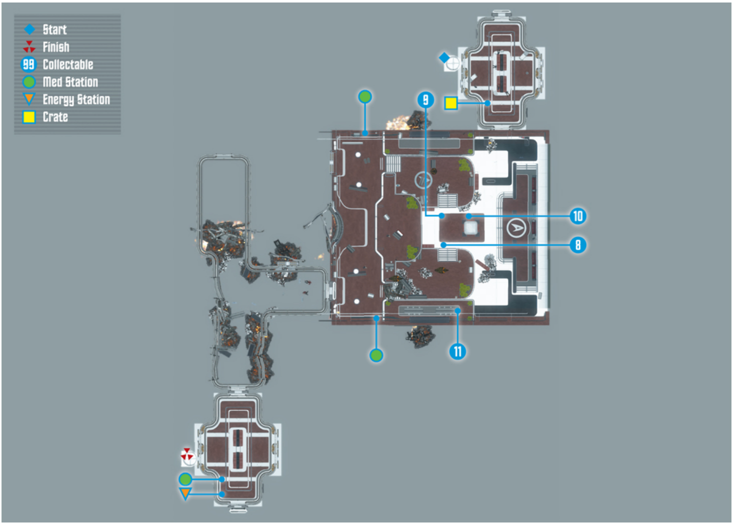
When you reach the security checkpoint, return to the armory where you dropped your weapons earlier. You can retrieve your phaser here as well as a Starfleet Phaser Rifle and a Stun Grenade. Stand next to the table in the armory and press the button shown on-screen to retrieve this three-piece arsenal. The newly acquired Starfleet Phaser Rifle fires a three-round burst with each pull of the trigger, which is ideal for frantic firefights. It is also equipped with a deflector shield that is activated by pressing the secondary fire button. The deflector shield blocks incoming shots when activated, but consumes power at a steady rate, depleting the weapon's ammo.





From the security checkpoint, backtrack to the Starbase's main lobby and turn left, following the waypoint marker through the doorway leading into this unoccupied Turbolift room. Once again, the Starbase is rocked by another explosion that causes another fire to block your path. This time the Starbase's fire suppression system has failed. Spock suggests overriding the power grid with a tricorder. Activate your tricorder and activate the power grid node in the ceiling. This activates the fire suppression system, allowing you to proceed to the Turbolift straight ahead. Step into the Turbolift and ride it to the Starbase's mess hall.

Mess Hall

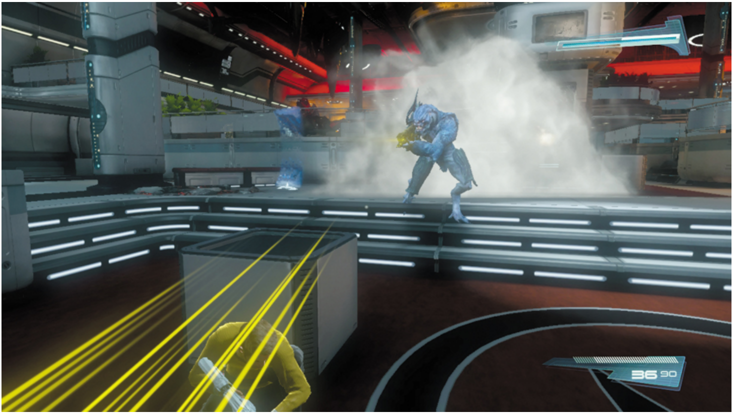


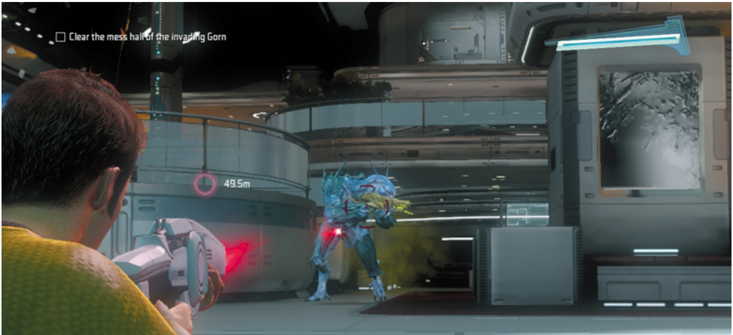
Open this map in a new window

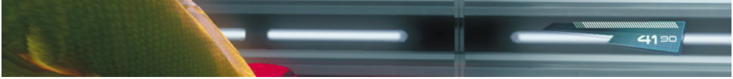
Collectables Checklist

#	Name	Type	XP
8	Gorn Enforcer	Research Data	100
9	Gorn Marauder	Research Data	100
10	Plasma Grenade	Research Data	100
11	Daniels's Audio Log #1	Audio Log	50

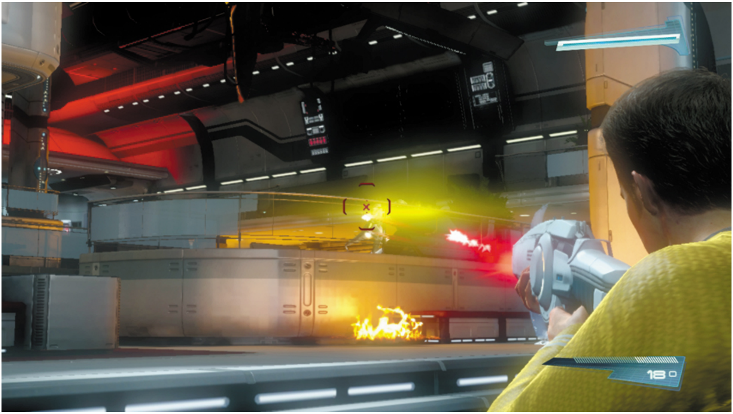
New Objective: Clear the mess hall of the invading Gorn





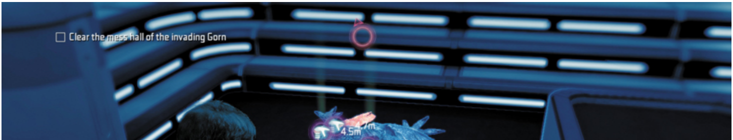


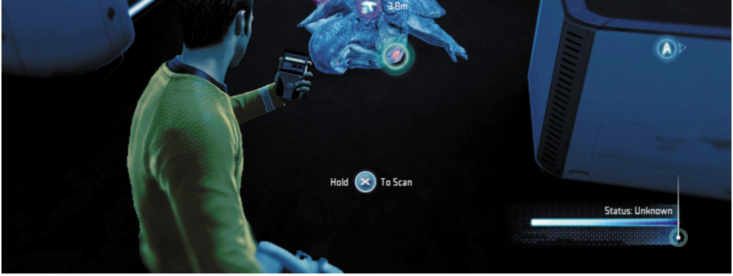
Upon exiting the Turbolift, pass through the doorway on the right to enter the mess hall. Here the Starbase's security team has already prepared for a possible enemy attack by placing several portable force fields throughout the mess hall that offer some makeshift cover. While speaking with one of the security officers, a large explosion rocks the Starbase. This is followed by the arrival of several Gorn enemies, led by a pair of Gorn Enforcers. These blue-skinned enemies are equipped with Gorn Marauders, shotgun-like weapons capable of inflicting massive damage at close range. So don't let these guys get close. Immediately take cover and open fire with your Starfleet Phaser Rifle. The Gorn Enforcers can absorb a lot of damage, so keep hitting them until they drop. Occasionally these enemies will deploy smoke grenades to conceal their movement. If you lose track of a Gorn Enforcer through the smoke, use your tricorder to zero-in on their location.



The two Gorn Enforcers are accompanied by several Gorn Initiates armed with Gorn Ravagers. Stay put near the entrance of the mess hall and engage these threats from long range using the Starfleet Phaser Rifle. Some of the Gorn Initiates unwisely take cover behind the glass partitions within the mess hall. Use your tricorder to identify these concealed enemies, then simply fire through the glass to take them out. Don't move out of cover until all the Gorn Initiates are down for the count.

8: Gorn Enforcer





Once the first wave of enemies has been eliminated, take a moment to scan one of the fallen Gorn Enforcers.

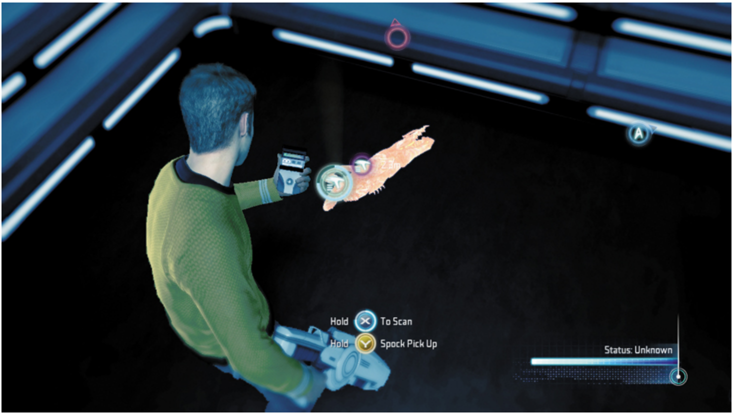
Type: Research Data

Set: Enemies/Gorn Enemies

XP: 100

Log Entry: This beastie has a more upright posture, a bigger brain, and a higher metabolic rate. If I had to guess, this one would be in charge of his smaller-brained comrades. A sort of Gorn officer.

9: Gorn Marauder



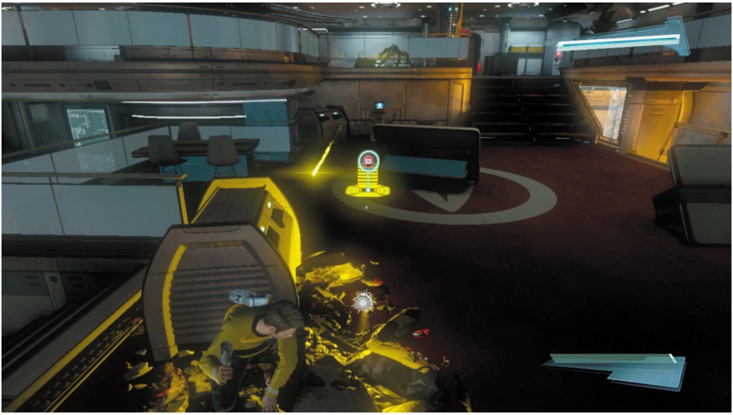
Next, scan the weapon dropped by one of the Gorn Enforcers.

Type: Research Data

Set: Weapons/Gorn Weapons

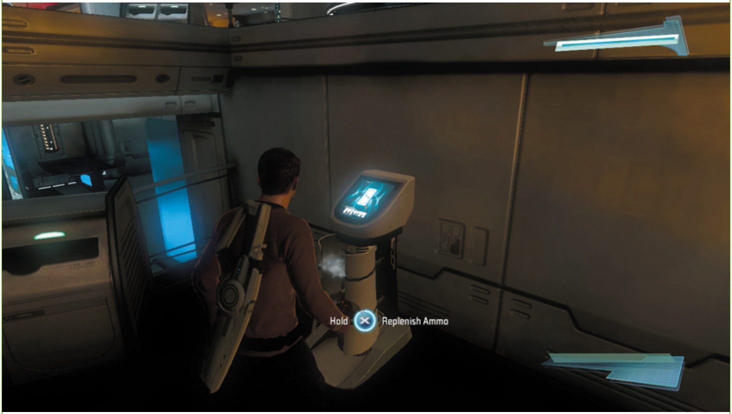
XP: 100

Log Entry: A particularly brutal weapon intended for close-range mayhem, not unlike the shotgun used in Earth's history.

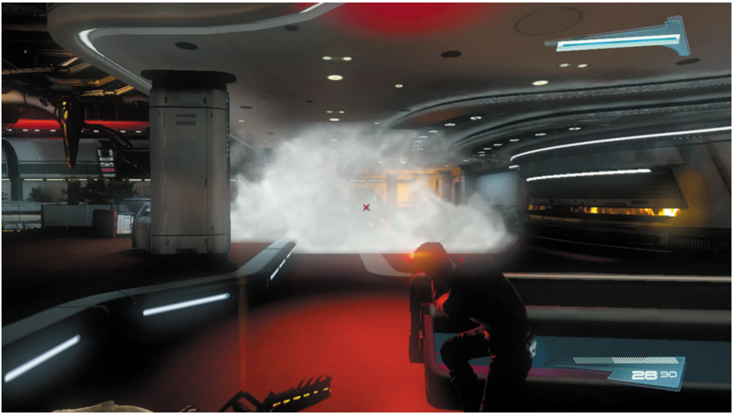


Advance through the mess hall toward the waypoint marker, but be ready to take cover as more Gorn Initiates appear ahead. Some of these Gorn Initiates are equipped with Plasma Grenades. These hand-tossed weapons are fitted with a timed fuse so they explode a few seconds after they're thrown. This gives you a limited amount of time to move out of their blast radius. Watch for incoming grenades, which appear as white grenade icons on the HUD. If one lands nearby, run or dive our of the way before it explodes. For best results, transition to a new piece of cover when attempting to move away from a grenade—this reduces your chances of getting hit by incoming fire. When not dodging grenades, continue engaging the Gorn Initiates in the mess hall with your Starfleet Phaser Rifle.

Tip

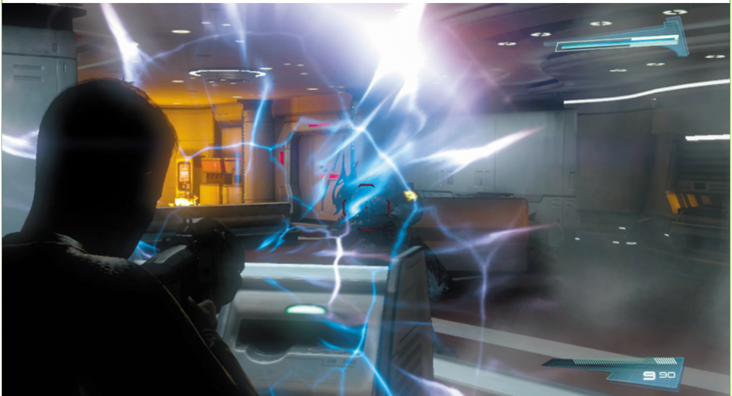


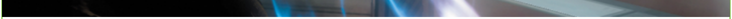
The Starfleet Phaser Rifle eats up ammo quickly. Interact with one of the Energy Stations in the mess hall to replenish your ammo.



As you move to the mess hall's upper level, three more Gorn Enforcers appear and they're backed by a few Gorn Initiates. Target the Enforcers first, hammering them with your Starfleet Phaser Rifle. The Enforcers don't seek cover and charge directly at you, firing their devastating Marauders while deploying smoke. Do your best to keep your distance from these enemies, even if it means retreating. In addition to its lethal close-range spread pattern, the Marauder can also fire grenades capable of inflicting heavy damage, even if you're behind cover. Consider stunning these enemies with your phaser or a Stun Grenade, to temporarily halt their advance. Once the Enforcers are down, turn your attention to the Gorn Initiates and finish them off with the Starfleet Phaser Rifle. Or pick up one of the dropped Marauders and take them down with this devastating Gorn weapon.

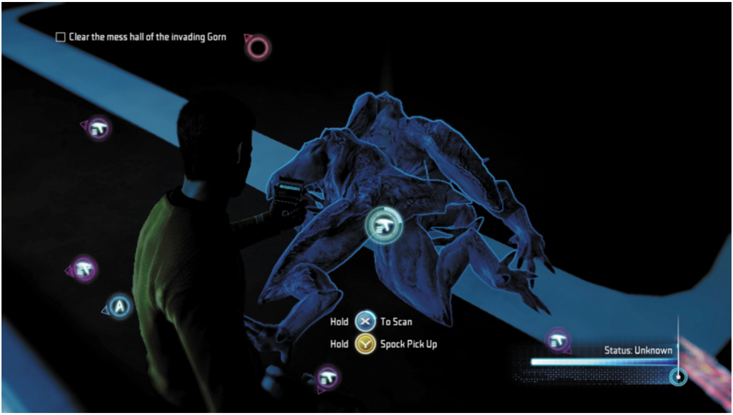
Tip





If you find yourself face-to-face with a Gorn Enforcer, activate the Starfleet Phaser Rifle's deflector shield by pressing the secondary fire button. You can still fire the rifle while the shield is active, but your ammo is depleted at a faster rate. So find some cover before you have to reload.

10: Plasma Grenade



When there's a lull in the fight, scan a Plasma Grenade next to one of the dead enemies. After scanning it, pick it up.

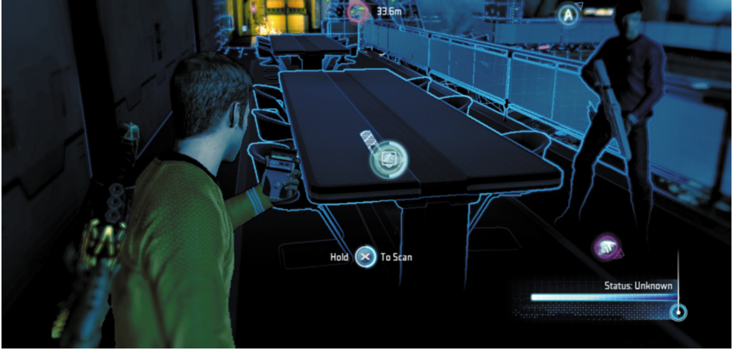
Type: Research Data

Set: Weapons/Gorn Weapons

XP: 100

Log Entry: Standard grenade used by the Gorn for maximum carnage. It has the ability to stick to any surface, including you, so be ready to peel it off and throw it back. Preferably in the direction it came from.

11: Daniels's Audio Log #1



Move to the far end of the mess hall's upper level and use your tricorder to locate this audio log on the long table.

Type: Audio Log

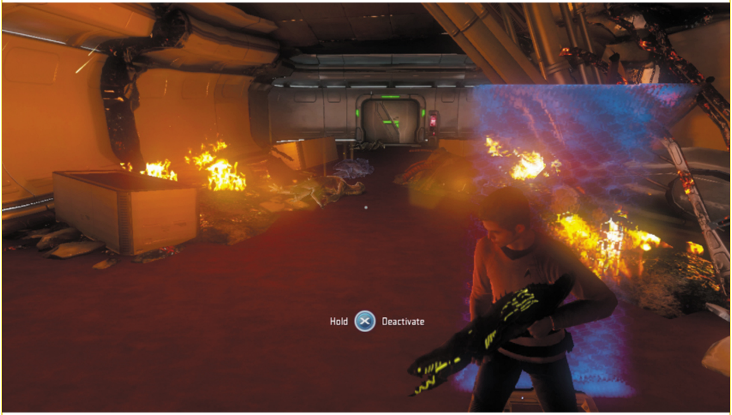
Set: Arrival/Logs

XP: 50

Log Entry: The clearer it becomes that this Helios Device could become a powerful weapon for the Federation, the more T'Mar resists my efforts to steer the research in that direction. I understand that she views the device primarily as a way to power the colony on New Vulcan, but it's obvious she's blind to the full potential of her invention. It's a shame that a scientist as brilliant as T'Mar lacks the vision necessary to truly change the future. I must convince her to see the benefits to the entire Federation. I cannot let this opportunity be wasted.

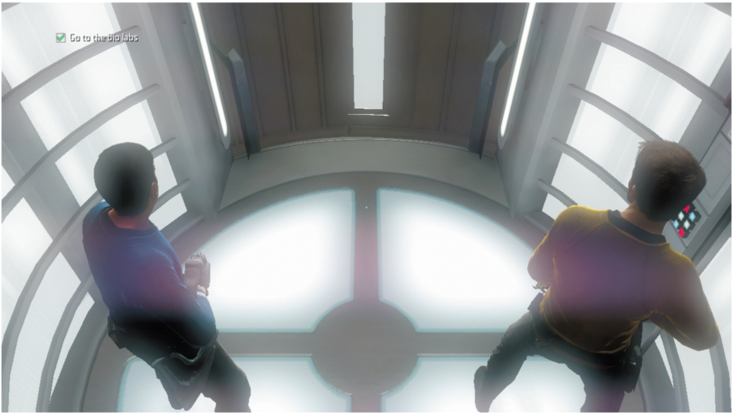
Follow the waypoint marker to the next doorway on the mess hall's upper level to enter to damaged corridor filled with more Gorn enemies. Attack the Gorn Initiates and Enforcers aggressively using the Marauder's secondary fire grenades. This is a great way to stop the Enforcers dead in their tracks and give them a taste of their own medicine. The Marauder's grenades are also great for targeting Gorn Initiates hiding behind cover. When firing the grenades at distant targets, aim high to compensate for its drop. This makes it possible to lob grenades over cover to hit targets on the other side. Each grenade fired used up three rounds of Marauder ammo, so make each shot count.

Note



There are several portable force fields scattered throughout the mess hall. These function just like solid walls and can be used as cover. They can also be activated and deactivated.

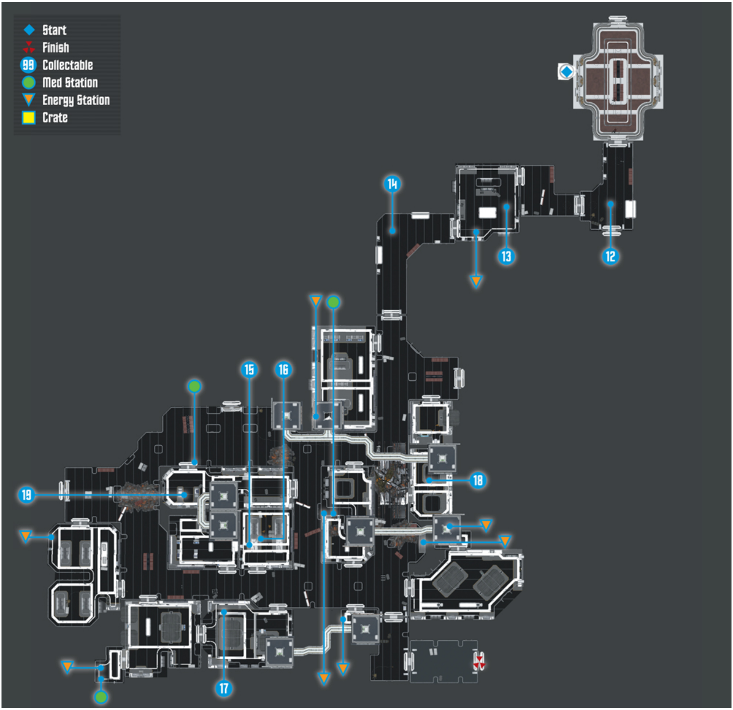
New Objective: Go to the biolabs



Shortly after you clear out the Gorn enemies in the mess hall, Dr. McCoy reports that he's surrounded and could use your assistance. T'Mar adds that they've lost contact with Starbase defense teams in the lab. Enter the Turbolift room at the end of the corridor. Before boarding a Turbolift, stock up on ammo at the Energy Station and replenish your health at the Med Station. Once you're well stocked, enter the Turbolift and proceed to the biolabs to find Dr. McCoy.

Search for a Cure Part 1

Starbase Biolabs

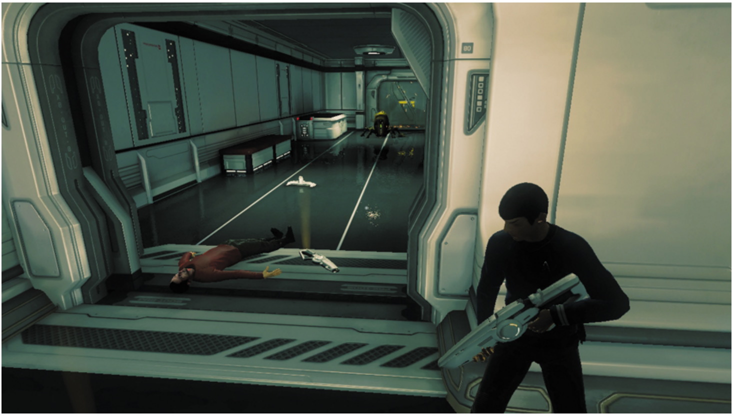


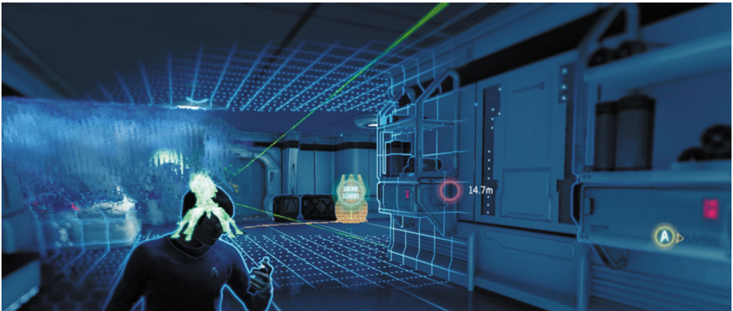
Open this map in a new window

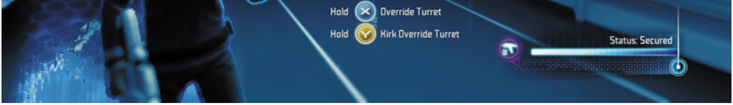
Collectables Checklist

#	Name	Type	XP
12	Gorn Turret	Research Data	100
13	Federation Officer	Research Data	100
14	Attack Drone	Research Data	100
15	Gorn Tech	Research Data	100
16	Gorn Railer	Research Data	100
17	Neurocortical Monitor	Research Data	100
18	Epidermal Analyzer	Research Data	100
19	Osteogenic Stimulator	Research Data	100

New Objective: Find Bones

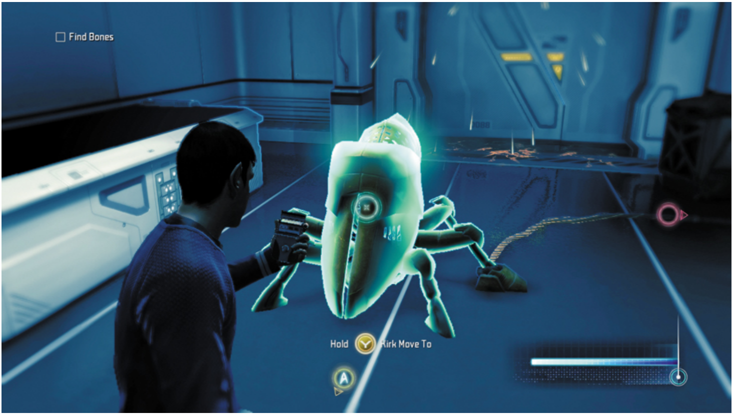






As you approach the biolabs, a cinematic shows a Starfleet officer being gunned down by a Gorn Turret positioned in the adjoining corridor. Order your buddy or AI-controlled teammate to stay near the Turbolift—it takes only one of you to disable the turret. Approach the corridor with caution, taking cover near the entrance. While behind cover, notice the deactivated force field in the floor ahead, which appears as a metallic strip. Race up to the force field device and activate it before the turret can open fire on you. While hiding behind the force field, use your tricorder to override the turret's control station on the right side of the corridor—follow the orange wire leading from the turret to locate the control station. Like other hacks you've completed, this requires you to match a series of signals. Match all the signals to override the turret and earn 100 XP in the process. Hacked turrets no longer attack you and your partner, but they will open fire on units hostile to you, which makes them a very powerful ally.

12: Gorn Turret



Once the turret has been overridden, scan it with your tricorder.

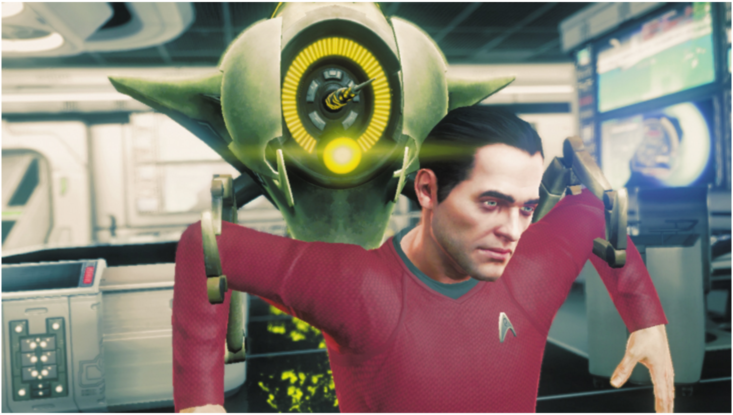
Type: Research Data

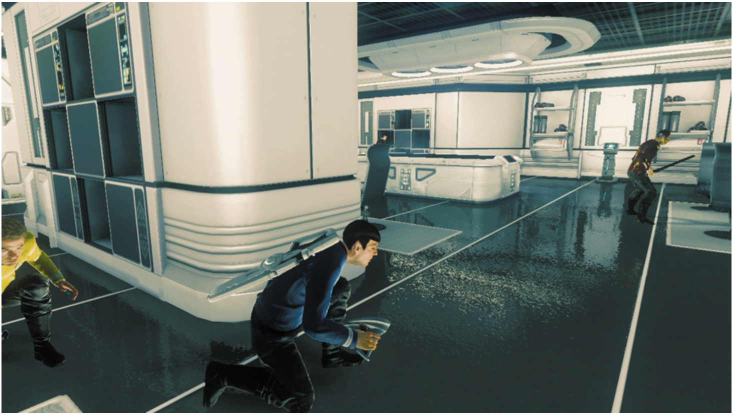
Set: Enemies/Gorn Security

XP: 100

Log Entry: This thing might be the most deadly of the Gorn technology so far. I'd stay clear of it. On the other hand, it does look like you could use it to give them a taste of their own medicine.

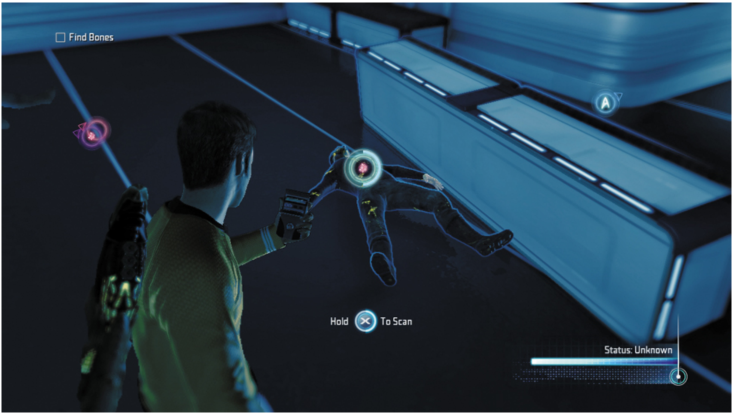
Commendation: Find Bones without provoking any enemy attacks (Stealth)





When you enter the next room, you see a Gorn Attack Drone injecting a Federation officer with some sort of venom. Spock theorizes this is how the infection is spread. At this point, a commendation is offered: You must reach Dr. McCoy without being seen. If you want to take the stealthy approach to earn the commendation, stay behind cover and don't let the two infected Federation officers in this section see you. Crouch down and remain behind cover to avoid being spotted. One by one, sneak up behind each Federation officer and perform a silent takedown—don't let the other enemy see you. Also, don't use your phaser's stun setting, as this makes noise and may alert the other officer, resulting in a failure of the commendation. Alternatively, you can just slip out of the room and into the next corridor without being seen. But it's best to incapacitate these two infected officers to prevent them from hearing you confront the Attack Drone in the adjoining corridor.

13: Federation Officer



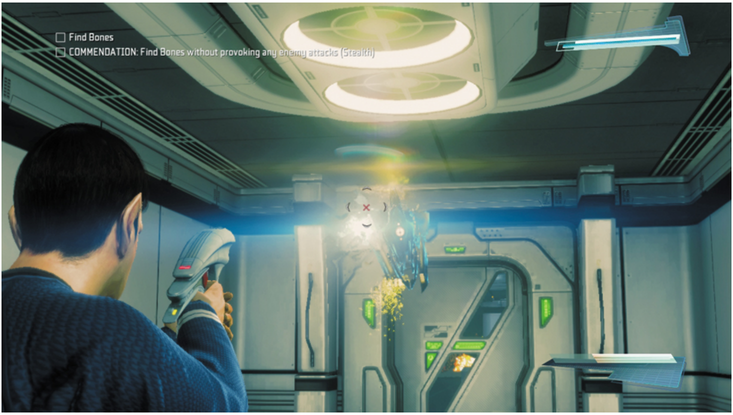
Use your tricorder to scan one of the incapacitated Federation officers.

Type: Research Data

Set: Enemies/Federation Enemies

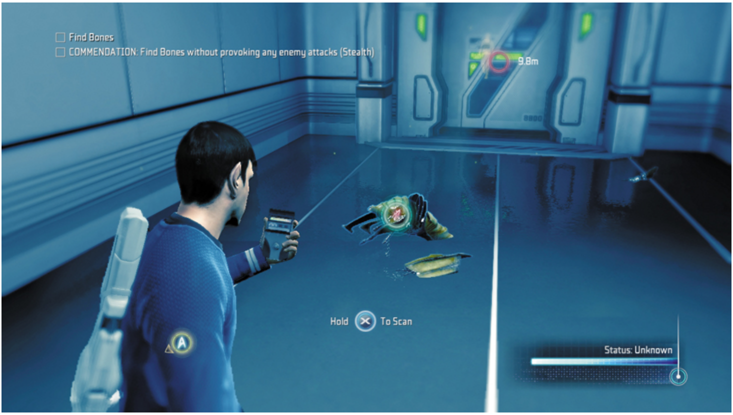
XP: 100

Log Entry: There must be a way to reverse the effects of the Gorn infection. If anyone can do it, Bones can. I shudder to think what will become of us all if he can't.



The Attack Drone that infected the officers in the previous room is hovering in the next corridor. Hit it with your phaser's stun setting to prevent it from attacking you. This causes the drone to fall to the floor, but only for a few seconds. While the drone is stunned you have a couple of options. Using the tricorder, you can hack the drone, allowing it to follow you through the labs and provide additional firepower. However, if you want to earn the stealth-based commendation, it's best if you don't have the drone around, firing on every enemy within sight. So while the drone is still stunned, shoot it with your phaser's kill setting to destroy it. If you didn't incapacitate the two infected Federation officers in the previous room, the sound of the drone exploding may alert them, which will result in a failure of the stealth-based commendation.

14: Attack Drone


☐ Find Bones
☐ COMMENDATION: Find Bones without provoking any enemy attacks (Stealth)
9.8m
Hold ✕ To Scan
Status: Unknown
A

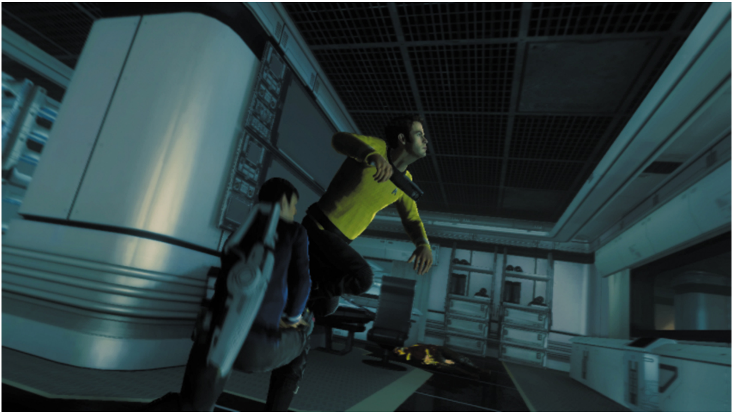
Destroy the drone and then scan the wreckage with your tricorder—the drone cannot be scanned when active or stunned.

Type: Research Data

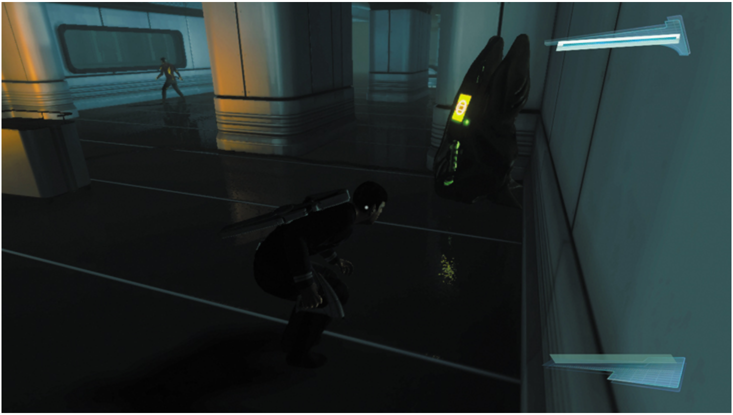
Set: Enemies/Gorn Security

XP: 100

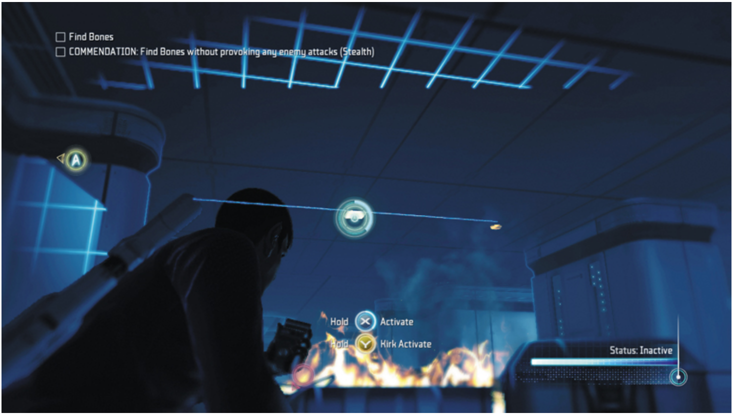
Log Entry: An Attack Drone that appears to be controlled by the collective Gorn intelligence. Best to disable them as quickly as possible, before they can alert the hive mind to your presence.



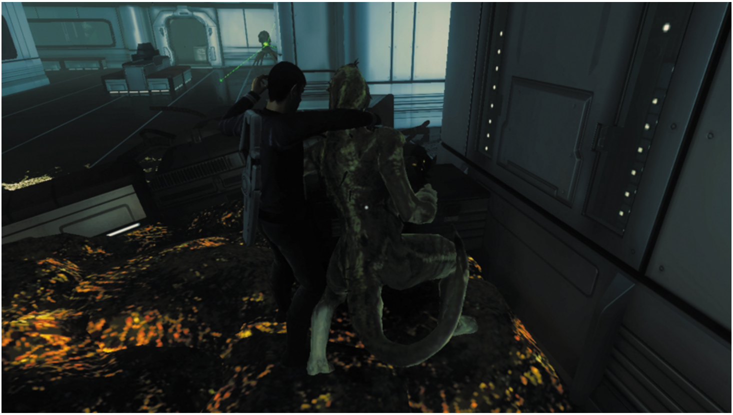
After taking out the drone, creep into the next corridor while crouching. There are several infected Federation officers patrolling the labs and if any of them sees you, you can forget about completing the commendation. Enter the first doorway on the right and stalk the lone infected Federation officer inside, incapacitating him from behind with a silent takedown. Next, look up to spot a hatch in the ceiling—give your partner a boost, then wait as he lifts you inside the vent. T'Mar reports that the power supply to the labs is being diverted, which explains the low-light conditions.



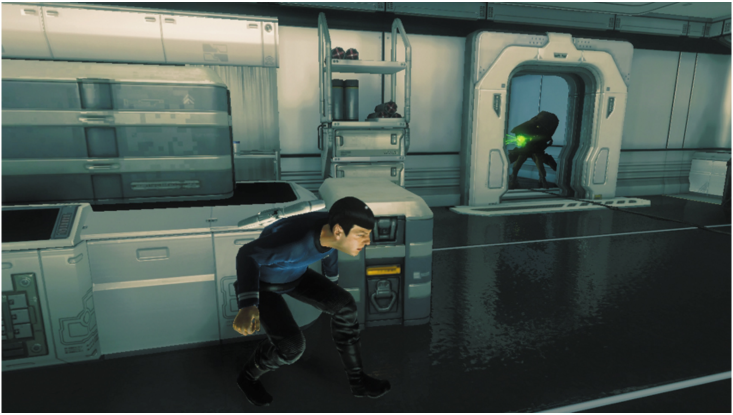
Inside the vent you come to a branch. Take the branch on the right to sneak past several enemies including a Gorn Turret. At the end of the vent, unlock a hatch and drop back down into the labs. Hold near the point where you drop out of the hatch and monitor the movements of another infected Federation officer patrolling nearby. When his back is turned, sneak up behind him and perform a silent takedown. There's a Gorn Turret's control station here, too, but don't bother hacking it just yet—if the turret opens fire on any enemies, you'll fail the stealth-based commendation.



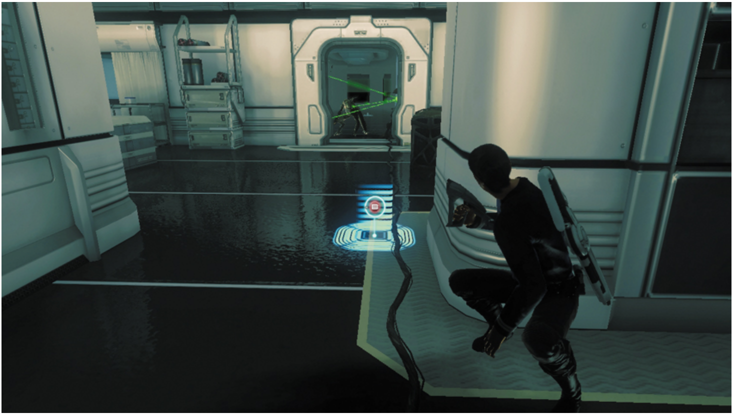
☐ Find Bones
☐ COMMENDATION: Find Bones without provoking any enemy attacks (Stealth)

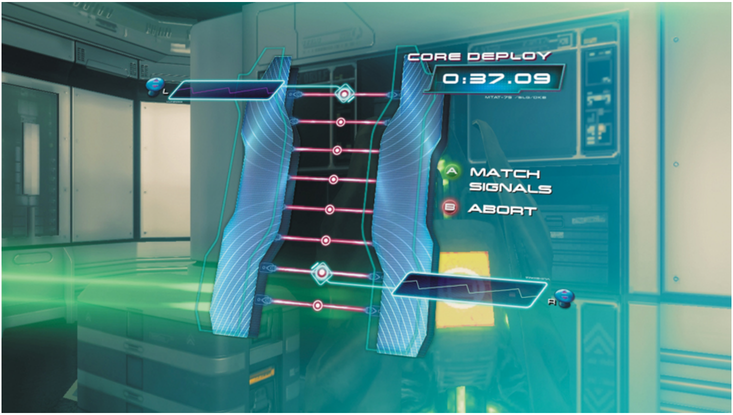


With the infected Federation officer out of your way, continue down the corridor to the right until you come to this span that is partially blocked by a fire. Take cover behind the nearby crates and watch for a Gorn Initiate patrolling in the distance—use your tricorder to spot him if necessary. When the Gorn Initiate is closest to your position, use your tricorder to activate the fire suppression system in the ceiling, just above the fire. The sound of the fire suppression system draws the Gorn Initiate over to investigate. Stay behind cover until the Gorn Initiate has his back turned, then sneak up behind him and perform a silent takedown.

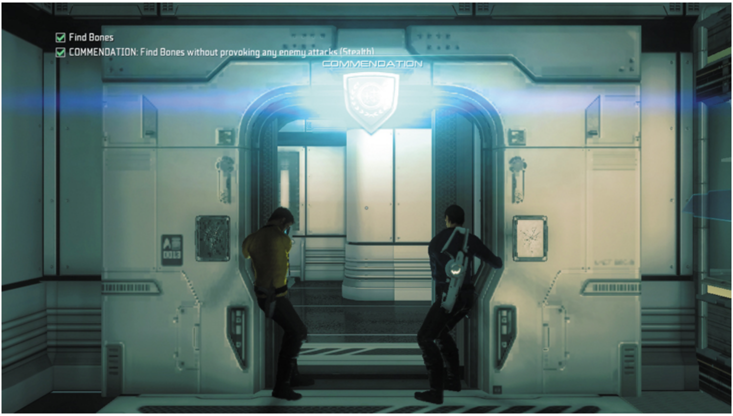


Avoid the turret in the corridor ahead by sneaking through this small lab on the right. Stay low and use the lab bench in the middle of the room for concealment. The turret in the adjoining hall rotates, peering through a nearby door during one of its sweeps. Monitor the turret's movements and wait for it to pan its view away from the doorway before moving toward its control station located in the corner of the lab.





Before hacking the turret's control station, monitor the movements of a Gorn Initiate in the hall outside the lab. This enemy paces up and down the hall, stopping at the lab's doorway next to the turret. Wait until the Gorn Initiate turns away from the doorway and resumes his patrol, moving to the far end of the corridor, beyond the range of the turret. Now hack the turret before the Gorn Initiate returns. Otherwise, the turret will open fire on the Gorn Initiate, resulting in a failure of the commendation.



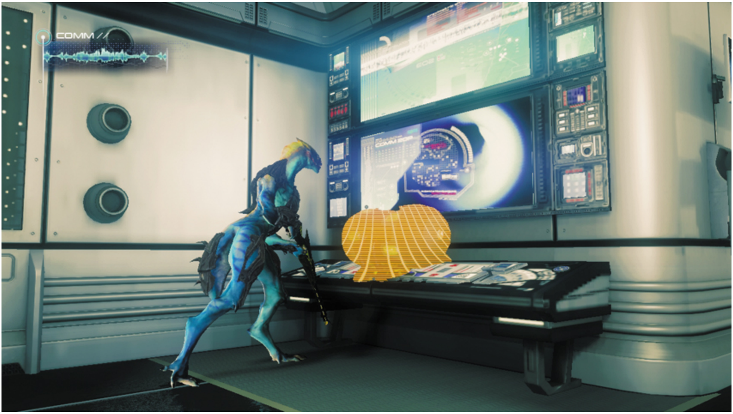
☑ Find Bones

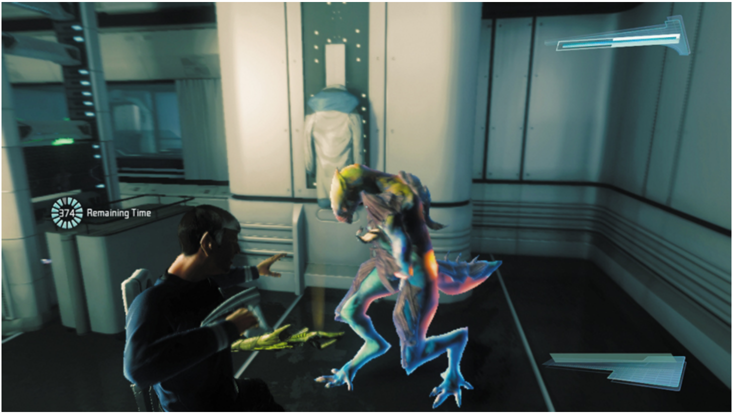
☑ COMMENDATION: Find Bones without provoking any enemy attacks (Stealth)

Immediately after hacking the turret, step through the nearby doorway, passing directly in front of the hacked turret, entering the next doorway on the right. Bones has barricaded himself in small closet here—just follow the waypoint marker. Work together with your partner to pry open the jammed door to the closet. If you managed to make it this far without being seen, you have earned the stealth-based commendation, along with 300 XP. Dr. McCoy is happy to see his friends, but there's no time to celebrate just yet. Soon after reuniting with Bones, the lab's power is restored, and several new enemies appear throughout the facility. T'Mar reports that the Gorn have gained access to the lab's computer systems. McCoy feels they're probably searching for information on the Helios Device. T'Mar has marked the compromised terminals—she needs you to destroy them before the Gorn can access the information.

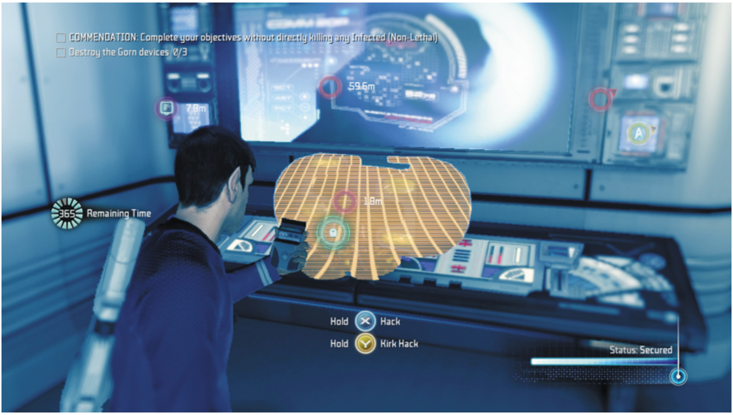
- New Objective: Destroy the Gorn Devices

- Commendation: Complete your objectives without directly killing any Infected (Non-Lethal)



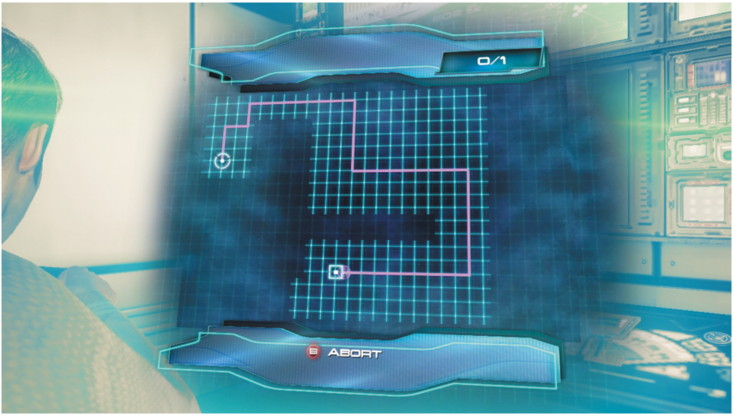


During this phase you have approximately six minutes to disable the Gorn devices attached to three different terminals scattered throughout the lab—a timer appears on the left side of the HUD, showing how much time is left. In addition to destroying the Gorn devices, you need to proceed carefully, using non-lethal tactics against infected Federation officers to earn another non-lethal commendation—you are not penalized if a hacked turret kills an enemy. So keep your phaser equipped and prepare to stun enemies you encounter. The first terminal is located across the hall, in a small lab and guarded by a Gorn Tech. These enemies are equipped with a high-powered Railer, so don't let him fire a shot. The Gorn Tech may have also conjured an Attack Drone within the room using the Railer weapon. Stun the Attack Drone and hack it, then let it attack the Gorn Tech. Alternately, simply stun the Gorn Tech and perform a takedown while he's stunned. At close range, stuns and takedowns are often faster and safer than engaging in close-quarters firefights.



☐ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)

☐ Destroy the Gorn devices 0/3

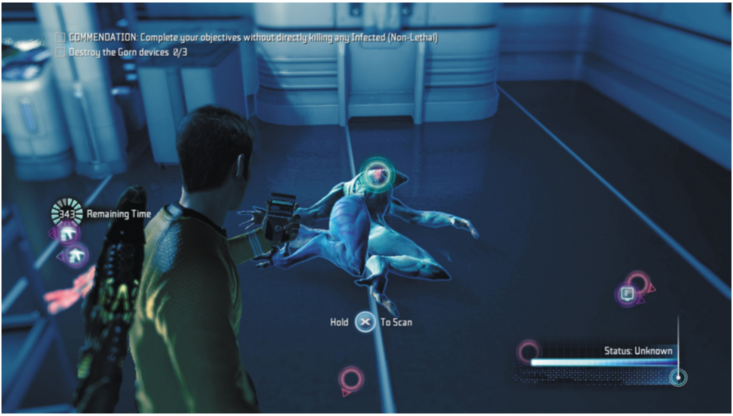


With the Gorn Tech down, turn to the terminal and hack the Gorn device attached to it. This hack requires you to complete a maze-like puzzle, moving the pink line along a grid from a start point to an end point. If the line moves off the grid at any point, the hack is unsuccessful and you'll have to start over. But once the pink line reaches the end point, the hack is successful, shutting down the Gorn device and earning you 100 XP—one down, two to go!

Note

If you don't feel like hacking the Gorn devices attached to the terminals, you can shoot them instead. This takes less time, but you earn no XP.

15: Gorn Tech


☐ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)
☐ Destroy the Gorn devices 0/3
343 Remaining Time
Hold ✕ To Scan
Status: Unknown

After hacking the first Gorn device, scan the Gorn Tech on the floor.

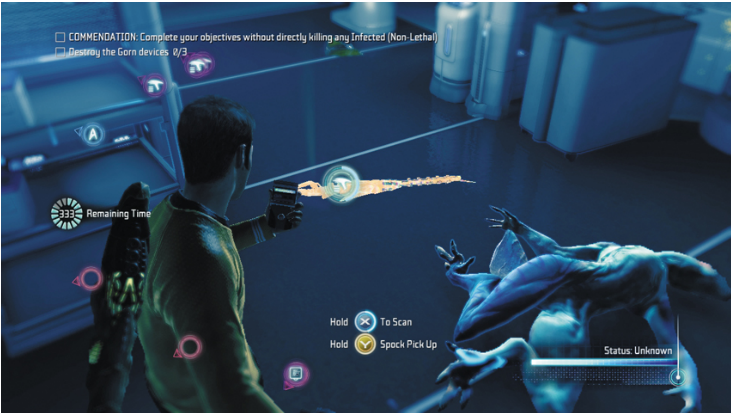
Type: Research Data

Set: Enemies/Gorn Enemies

XP: 100

Log Entry: Moving up the Gorn evolutionary tree, this one has a bigger brain that suggests it's better suited to technical tasks than direct combat. Much like myself, come to think of it.

16: Gorn Railer


☐ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)
☐ Destroy the Gorn devices 0/3
A
333 Remaining Time
Hold ✕ To Scan
Hold Y Spock Pick Up
Status: Unknown

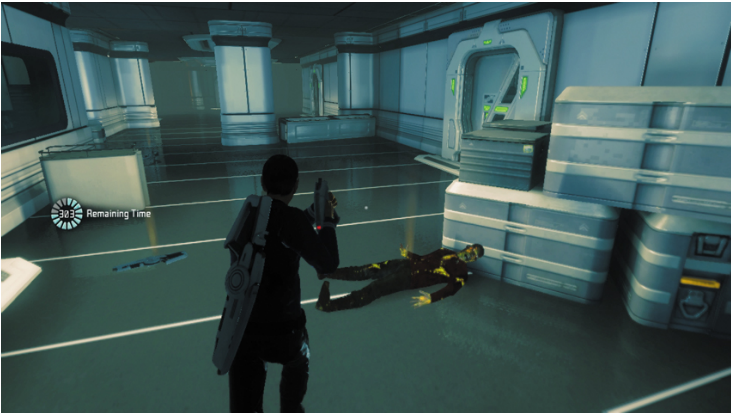
Scan the weapon on the floor, next to the Gorn Tech.

Type: Research Data

Set: Enemies/Gorn Enemies

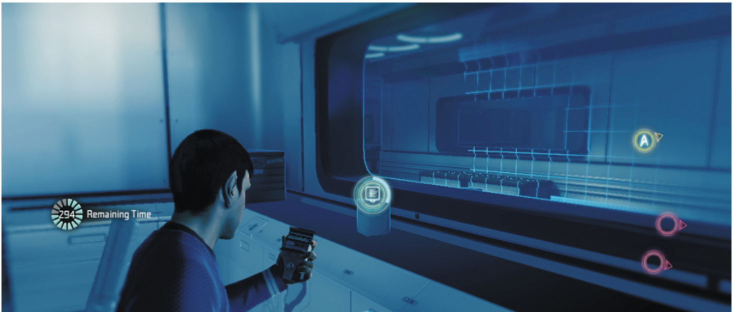
XP: 100

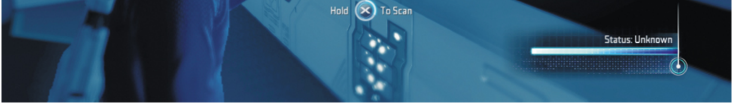
Log Entry: A high-powered charge weapon that can penetrate thin walls and hit multiple targets at once. This is evidence that the Gorn are not simple brutes, but possess a technological aptitude that allows them to develop weapons that rival Starfleet's in their sophistication.



Exit the lab and turn left, engaging any enemies you encounter in the corridor. Chances are the turret you hacked earlier has cleared a path. But remember, if you encounter any infected Federation officers, stun them and perform a takedown to avoid failing the non-lethal commendation. If you have the time, enter the large lab on the right side of the corridor to find the Neurocortical Monitor.

17: Neurocortical Monitor





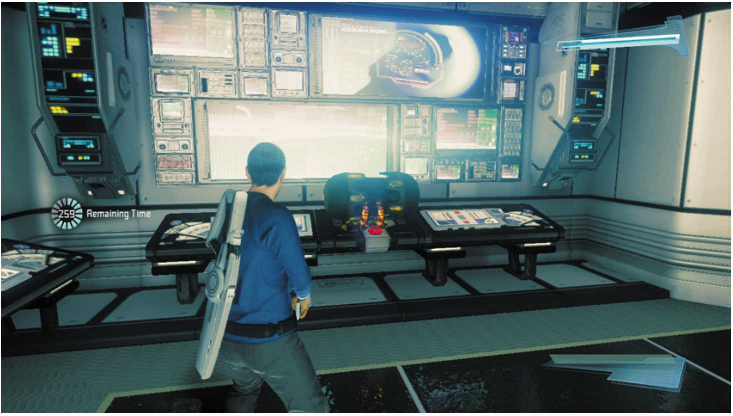
This item is located next to the window of the large lab, not far from where you found Bones and disabled the first Gorn device. You must enter the lab to scan it—you can't scan it through the window.

Type: Research Data

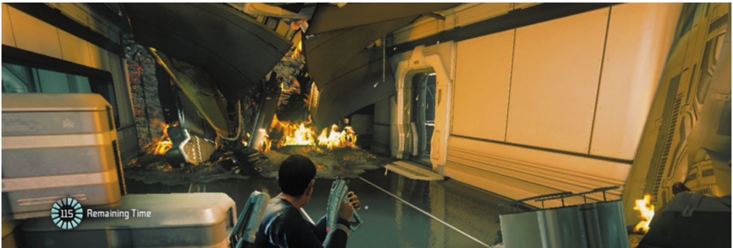
Set: Search for a Cure Part 1/Biolab Equipment

XP: 100

Log Entry: When I was a wee lad I had a persistent headache. Doctors stuck a Neurocortical Monitor on my neck for a month. All the other kids made fun. Turned out my headache was just a symptom of growing up surrounded by a bunch of nasty little Scottish weevils whose parents raised them without a shred of compassion. Eventually I felt better.

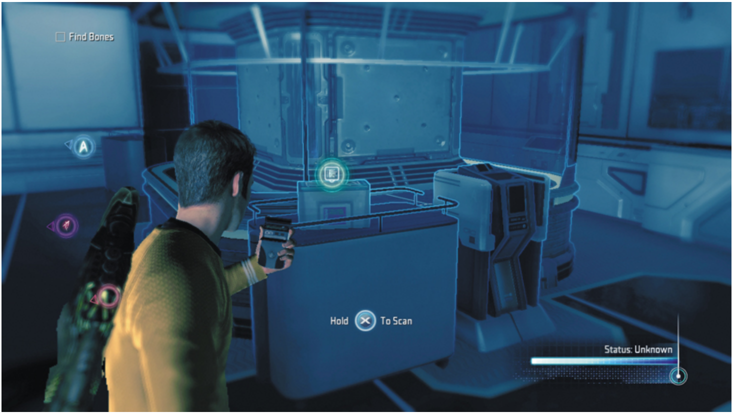


Return to the main corridor and turn right. The second terminal is located at the far end of the corridor and guarded by a single Gorn Initiate. Rush into the lab, stun the Gorn Initiate, then incapacitate him with a takedown. Proceed to the terminal and hack it. Two down, one to go.



After disabling the second Gorn device, exit the lab and turn right, entering a corridor blocked by flaming rubble—you'll need to find another way around. Step through the doorway on the right, next to the flaming barricade to enter a small lab. There's another collectable inside this lab as well as a vent access.

18: Epidermal Analyzer



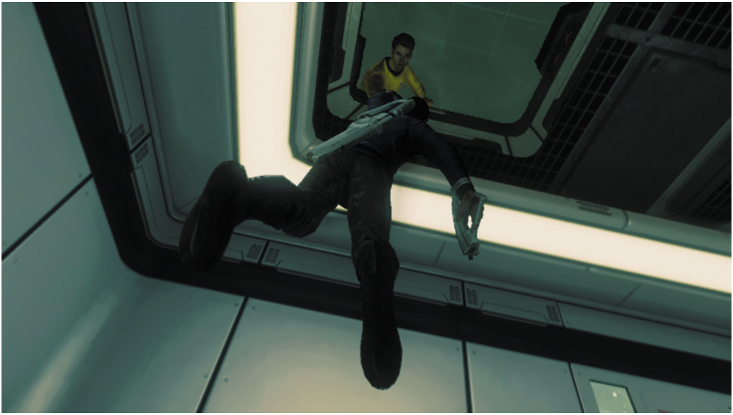
This item is located in the lab next to the flaming barricade.

Type: Research Data

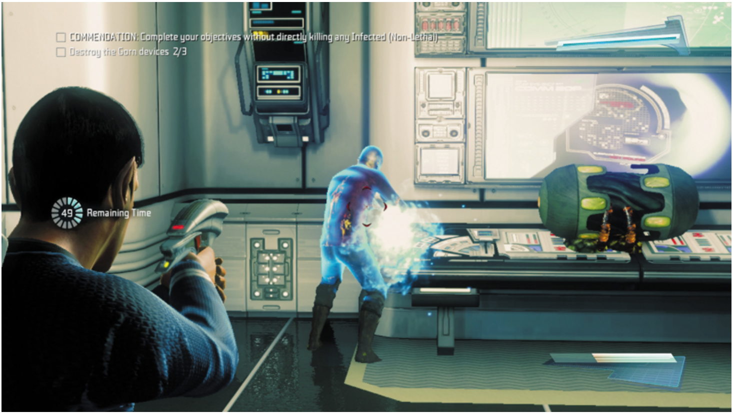
Set: Search for a Cure Part 1/Biolab Equipment

XP: 100

Log Entry: Bones is really the one to ask about this thing. You put it under your tongue, I think. And it tells you when you're going to die? Something like that.



In the same room as the Epidermal Analyzer, use your tricorder to unlock a hatch in the ceiling, then boost your partner into the vent above. The vent system allows you to avoid more enemies, as well as a turret. Crawl through the vent and take the first right, returning to the room where you first entered the vent system.

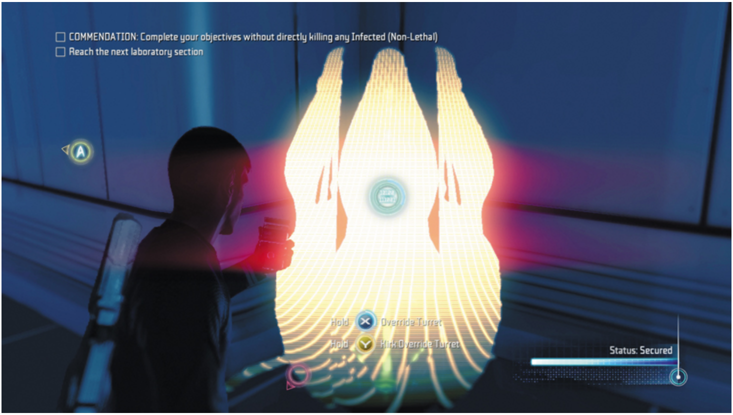


☐ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)

☐ Destroy the Gorn devices 2/3

The last Gorn device is attached to a terminal in a lab across the hallway. Enter the lab and prepare to stun an infected Federation officer near the terminal. Once stunned, perform a takedown on the officer, then begin hacking the Gorn device before time runs out. T'Mar thanks Kirk and Spock for their quick action. Bones then checks in, asking if you've retrieved his research samples. Kirk agrees to retrieve samples for McCoy. But first you'll need to escape this section of the lab.

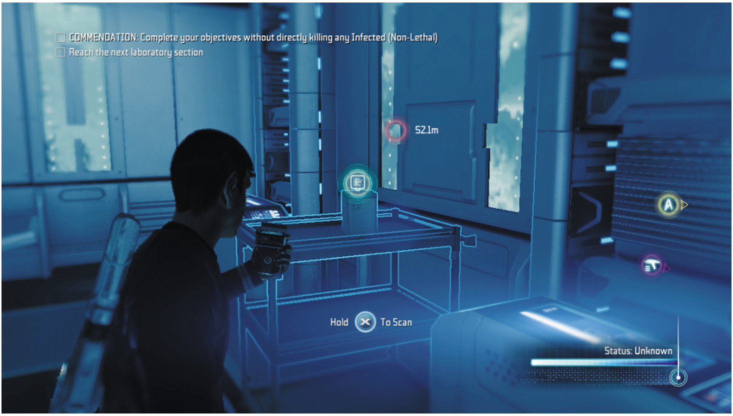
New Objective: Reach the next laboratory section



☐ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)
☐ Reach the next laboratory section

Return to the room across the hall and enter the vent system one more time. This time take a right and drop down into the corridor next to a turret's control station. Clear the corridor of any nearby Gorn Initiates, then hack the control station to override the turret, earning 100 XP. The turret automatically opens fire on any nearby enemies. Remember, you aren't penalized for any infected that are killed by the turrets.

19: Osteogenic Stimulator



☐ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)

☐ Reach the next laboratory section

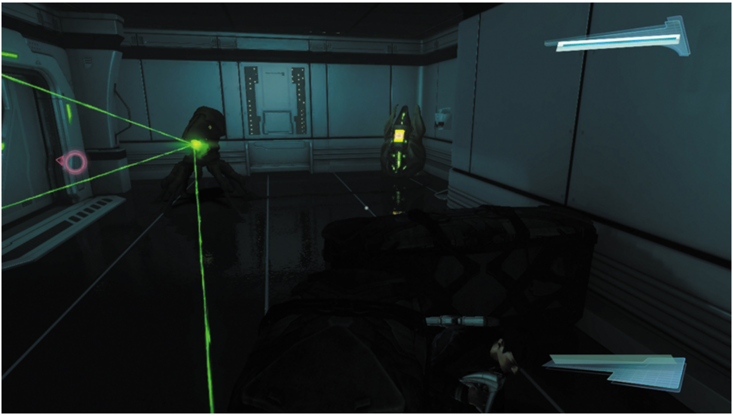
Enter the medical lab across the hall from the turret's control station to scan this item, which is located on a cart behind the gurneys.

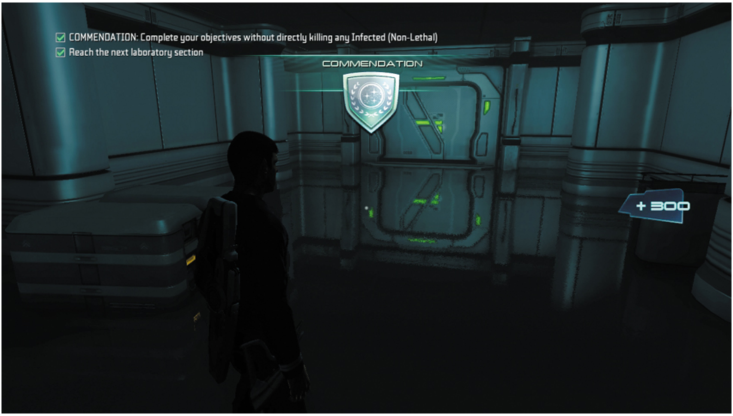
Type: Research Data

Set: Search for a Cure Part 1/Biolab Equipment

XP: 100

Log Entry: One of the few devices that convinces me that medical progress is not an oxymoron. Did you know that before these things came along doctors used to just immobilize broken bones in massive plaster casts? I think it was back when they still used money to pay for things—like massive plaster casts.





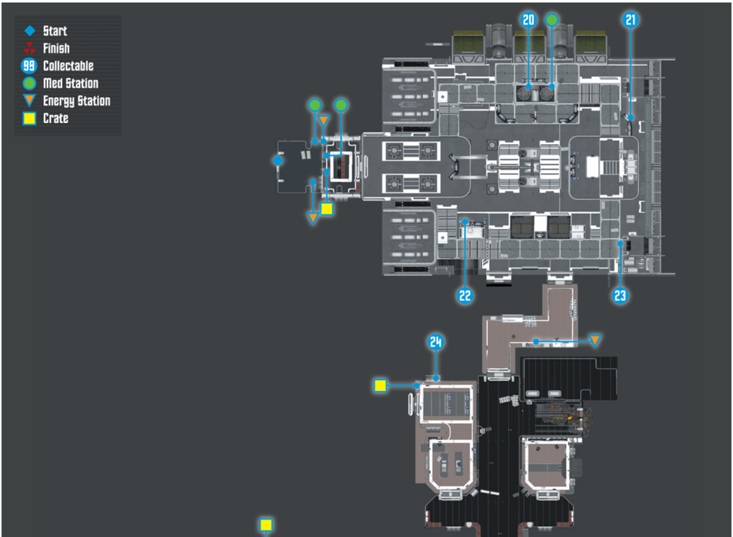
☑ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)

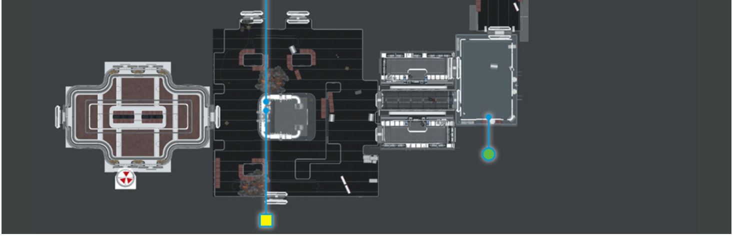
☑ Reach the next laboratory section

Follow the waypoint marker to the lab's exit, but be careful not to get gunned down by the turret next to the final doorway. When the turret pans away, approach and take cover behind a low stack of crates. From here you can hack the turret's control station using your tricorder and render it harmless. Stand up and move through the doorway on the left to exit this part of the lab. If you managed to complete this section without killing any infected, you've earned the non-lethal commendation, worth 300 XP.

Search for a Cure Part 2

Starbase Biolabs



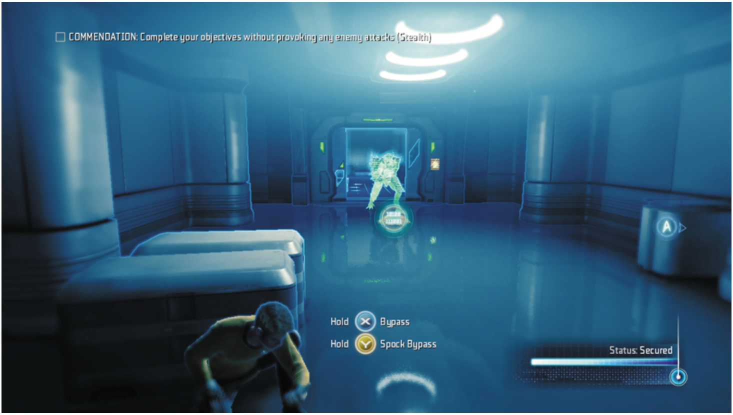


Open this map in a new window

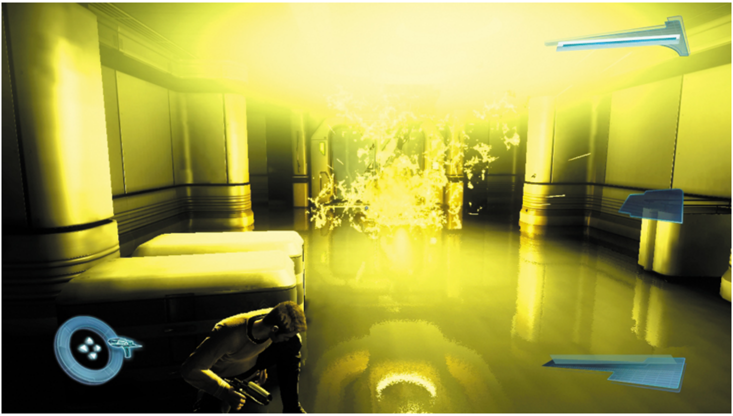
Collectables Checklist

#	Name	Type	XP
20	Tribble (3 of 7)	Tribble	250
21	Yolendran Spittle Pods	Research Data	100
22	Flowering Phistella Sporophyte	Research Data	100
23	Walgettian Fire Blossom	Research Data	100
24	Daniels's Audio Log #2	Audio Log	50

Commendation: Complete your objectives without provoking any enemy attacks (Stealth)

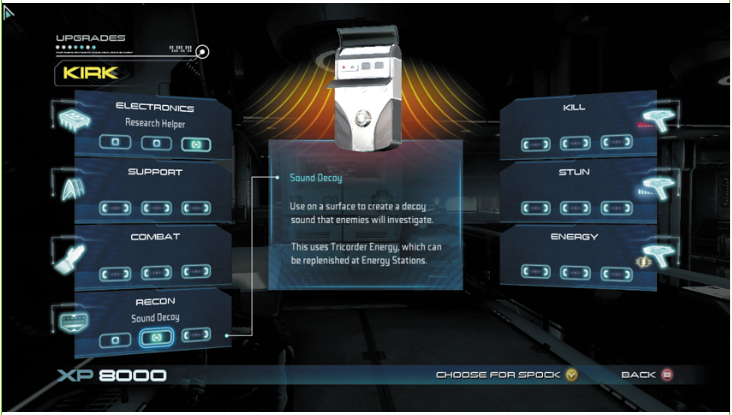


☐ COMMENDATION: Complete your objectives without provoking any enemy attacks (Stealth)



At the start of the next phase, you begin behind cover as a Gorn Enforcer enters the room and stands directly next to a mine on the floor. Spock advises hacking the mine to disable it. While still behind cover, use your tricorder to bypass the mine. This hack is similar to those performed on the Gorn devices attached to the terminals—move the pink line along the mazelike grid to the end point. Upon bypassing the mine, it explodes in a yellow flash, killing the Gorn Enforcer. Killing enemies with mines does not make you fail the stealth-based commendation. Grab a Plasma Grenade off the Gorn Enforcer and consider taking his Marauder, too, if you don't already have one.

Tip



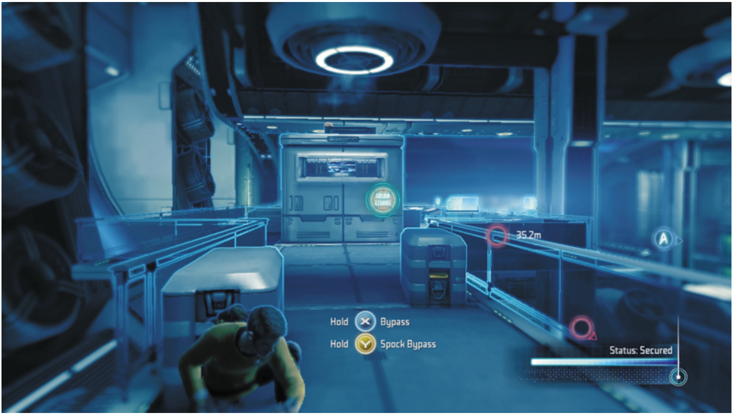
Sound Decoy

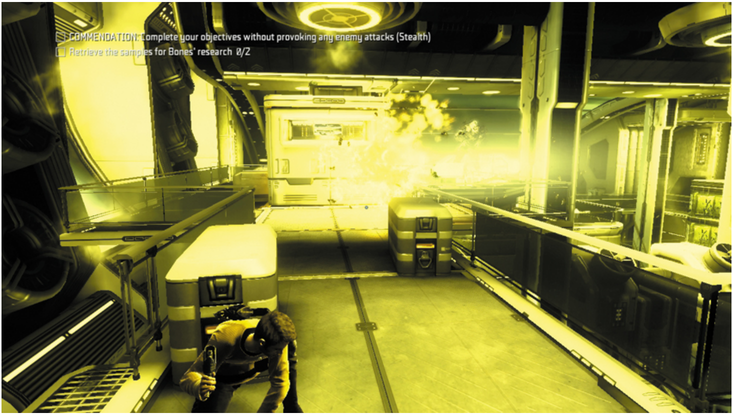
Use on a surface to create a decoy sound that enemies will investigate.

This uses Tricorder Energy, which can be replenished at Energy Stations.

If you want to earn the stealth-based commendation in this level, it's strongly recommended to install the Sound Decoy upgrade for your tricorder. This allows your tricorder to create a decoy sound on any surface that enemies will investigate. This comes in handy for luring enemies into traps, such as mines.

New Objective: Retrieve the samples for Bones' research

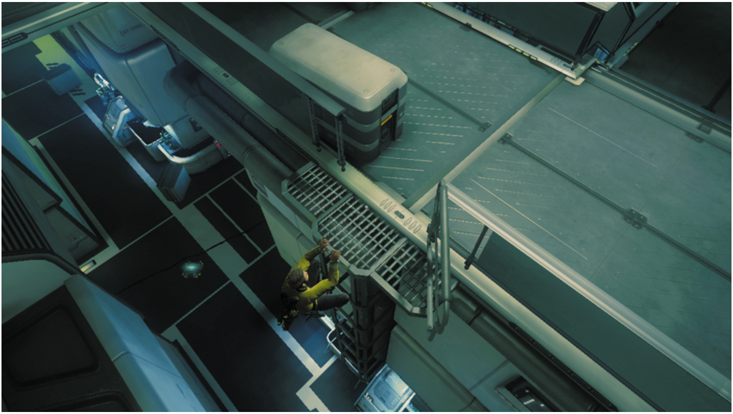


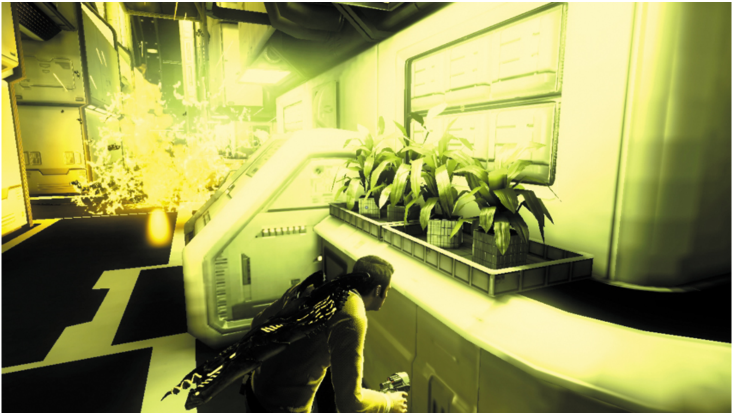


☐ COMMENDATION: Complete your objectives without provoking any enemy attacks (Stealth)

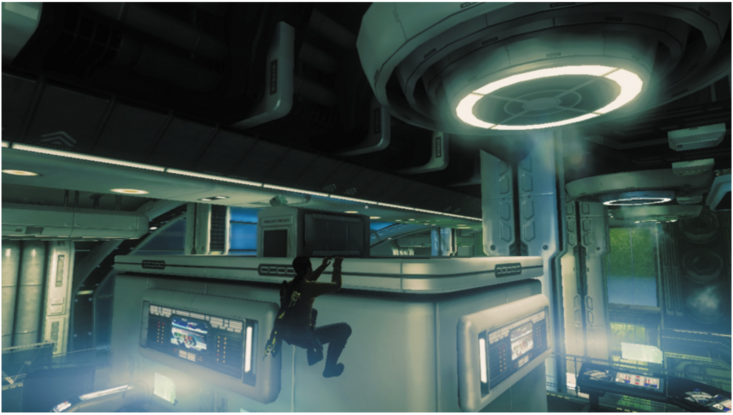
☐ Retrieve the samples for Bones' research 0/2

Pass through the nearby doorway to enter a large lab—crouch down to avoid being seen or making too much noise. You enter on lab's upper floor. Follow the catwalk on the left and take cover behind a crate. There's a mine attached to the wall at the end of the catwalk—use your tricorder to bypass it. Hold behind cover and wait for a Gorn Enforcer to appear ahead; the enemy pauses for a few seconds before resuming his patrol. When the Enforcer pauses, use your tricorder to place a sound decoy next to the bypassed mine. As he rounds the corner to investigate, the mine explodes and kills the Enforcer. Alternately, you can sneak up behind the Enforcer when he stops and perform a takedown.



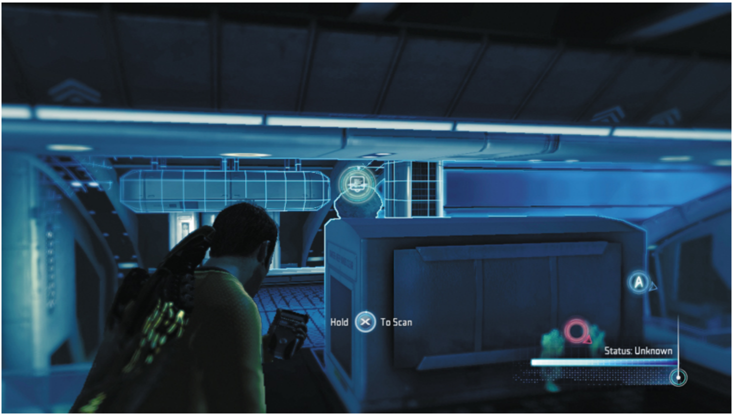


While you're still on the catwalk, drop off the left side to descend a series of ladder rungs—you must drop down to each rung individually. But don't descend all the way to the floor just yet. Turn to the left to locate a mine on the floor below—use your tricorder to bypass it. Resume your descent to the floor and hide in the nearby corner. Activate your tricorder to monitor enemy movement nearby. You can see a turret on the other side of the wall as well as a Gorn Enforcer patrolling nearby, stopping just short of your hiding spot. When he pauses, use the tricorder to place a sound decoy near the bypassed mine, prompting him to investigate. Once again, the mine explodes, killing the Gorn Enforcer. While it may be tempting, don't hack the nearby turret's control station. If the turret opens fire on enemies, the stealth-based commendation is failed.



Climb back up to the catwalk, mantling up each rung, and advance to the wall where the mine was stuck. You can climb to the top of this console-like partition in the middle of the walkway. Move around to the left side and mantle upward to reach the top. Here you can find another Tribble for your collection.

20: Tribble (3 of 7)



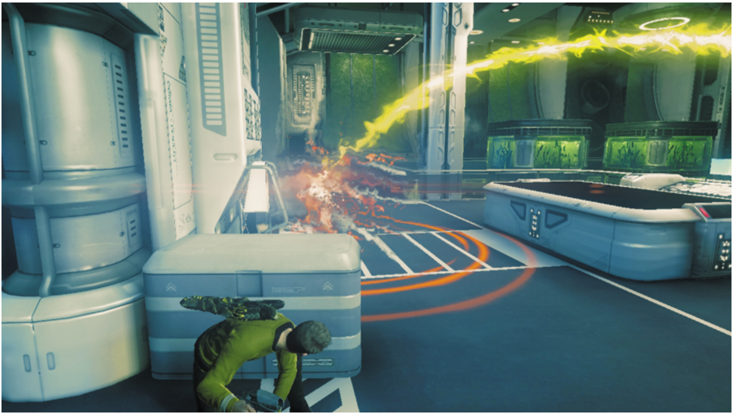
This Tribble is located on top of a crate on the console you just climbed.

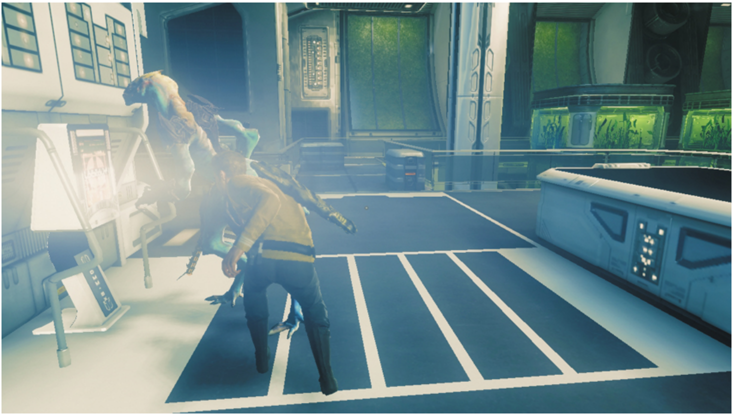
Type: Tribble

Set: Tribbles

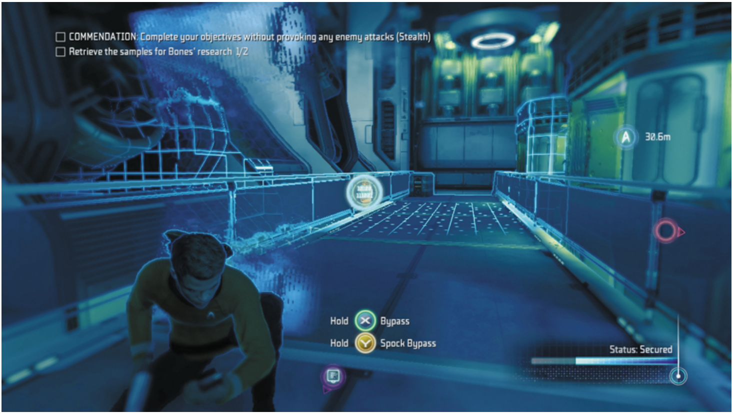
XP: 250

Log Entry: I took the Tribble with me when I joined the crew of the Enterprise. It lived happily in a corner of Engineering until I had the brilliant idea to use it as a test subject in a new transwarp beaming experiment I had in mind. I hypothesized that I could beam a small object all the way back to Earth while the Enterprise was at warp, not unlike the way Captain Kirk and myself we able to beam aboard from Delta Vega. I contacted my nephew back at Starfleet Academy, and together we achieved a ground-breaking success that resulted in my Tribble arriving in San Francisco hale and hearty.





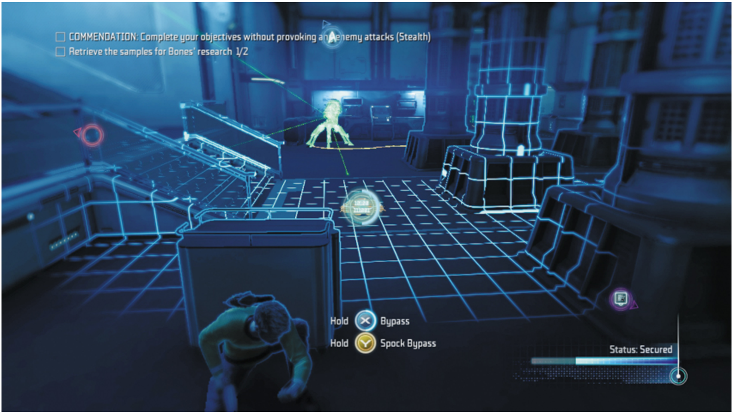
Drop down from the console and resume your advance along the catwalk, following it to a large terminal. The terminal is frequented by a Gorn Tech that beams back and forth between the two terminals in this lab. Wait until the Gorn Tech beams away, then approach the terminal and take cover behind the nearby crate. Wait here for the Gorn Tech to return, then sneak up behind him and perform a takedown . Now you can hack the terminal to retrieve the first sample for Bones's research. But stay behind cover while performing the hack—otherwise an Attack Drone patrolling the ground floor may spot you, thereby blowing your cover and leading to a failure of the stealth-based commendation.



☐ COMMENDATION: Complete your objectives without provoking any enemy attacks (Stealth)

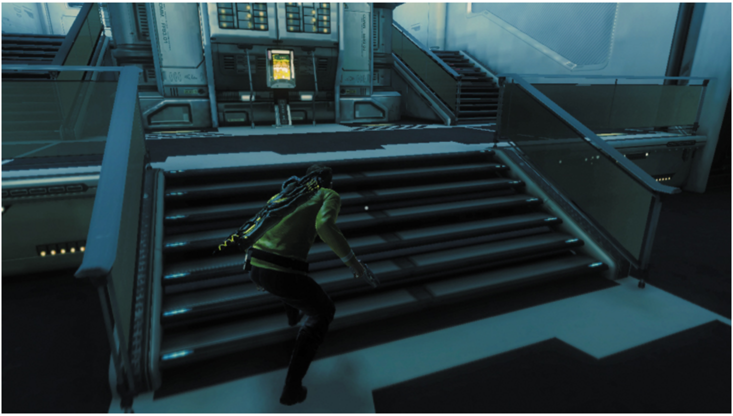
☐ Retrieve the samples for Bones' research 1/2

After hacking the first terminal, proceed along the next catwalk. Take cover behind the force field to bypass another mine, which is stuck beneath the railing on the left. There's no need to lure enemies into this mine for now, but it could come in handy later.



☐ COMMENDATION: Complete your objectives without provoking any enemy attacks (Stealth)

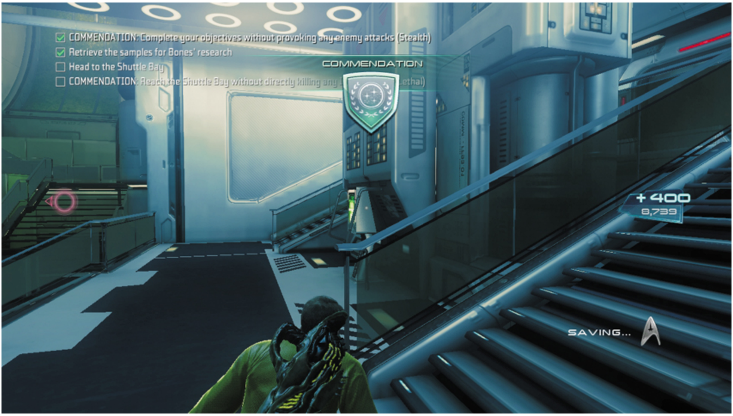
☐ Retrieve the samples for Bones' research 1/2



Cautiously advance to the end of the catwalk and make note of the turret on the opposite side of the room. Stay behind cover to avoid being spotted by the turret, not to mention the patrolling Attack Drone—use your tricorder to monitor the movements of the Attack Drone. Once the turret pans away and the Attack Drone is out of sight, descend the stairs at the end of the catwalk and immediately take cover behind the crate straight ahead. Before making a move for the second terminal, bypass the mine at the base of the short flight of steps. After bypassing the mine, go for the terminal, moving only when the turret isn't facing your direction. Don't hack the terminal just yet—you may be spotted by the Attack Drone. Instead, move behind the terminal and wait for the Attack Drone to complete its current circuit.

Tip

There's a locked room just behind the second terminal. Hack the lock and step inside to locate an Energy Station as well as a crate. Use your tricorder to unlock the crate to retrieve a Stun Grenade.



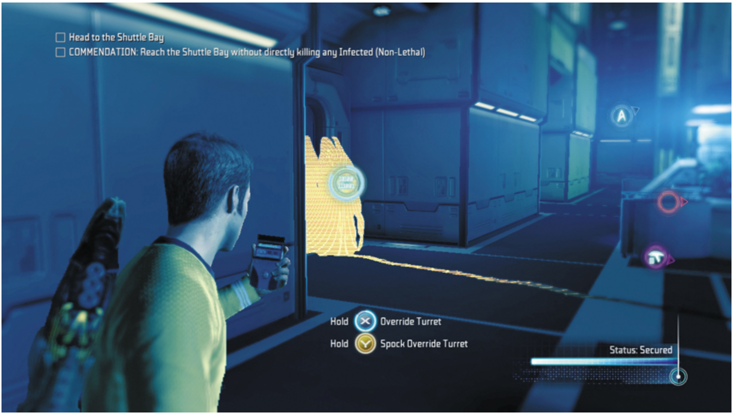
☑ COMMENDATION: Complete your objectives without provoking any enemy attacks (Stealth)
☑ Retrieve the samples for Bones' research
☐ Head to the Shuttle Bay
☐ COMMENDATION: Reach the Shuttle Bay without directly killing any [illegible] Lethal)

Once the Attack Drone has moved away from your position, move along the side of the terminal, closest to the turret, and perform the hack. Retrieve the final sample for Bones's research. If you managed to retrieve both samples without alerting the enemies, you earn the stealth-based commendation worth 400 XP. Now that Dr. McCoy has everything he needs for his research on the infection, Kirk advises him to make his way to the Starbase's shuttle bay. T'Mar reports that the Starbase has been completely overrun by the Gorn. She feels there's nothing that can be done, short of calling for a complete evacuation. She advises heading for the shuttle bay along with the rest of the survivors.

New Objective: Head to the Shuttle Bay

Commendation: Reach the Shuttle Bay without directly killing any Infected (Non-Lethal)

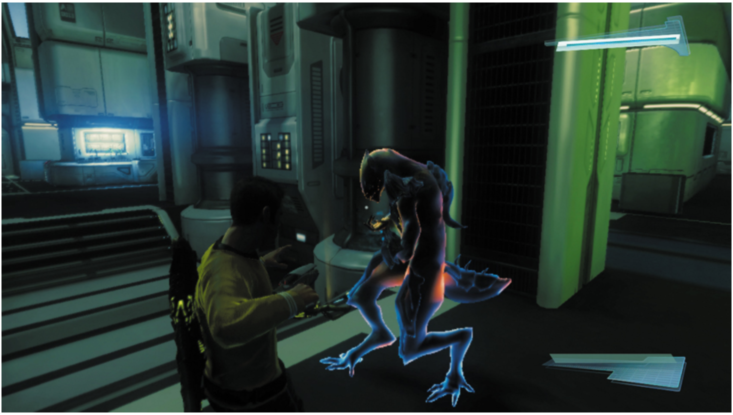
After hacking the terminal, several Gorn enemies enter the lab, including a Gorn Enforcer and several Gorn Techs. Hide behind the terminal and wait for the Gorn Enforcer to approach the mine you bypassed. While you can engage in direct combat now with no repercussions, make an effort to use the Gorns' own weapons against them.


☐ Head to the Shuttle Bay
☐ COMMENDATION: Reach the Shuttle Bay without directly killing any Infected (Non-Lethal)
Hold Override Turret
Hold Spock Override Turret
Status: Secured

Once the mine explodes, killing the Gorn Enforcer, sneak out along the left side of the terminal and approach the turret as it pans away from you—be careful to avoid detection by the patrolling Attack drone. Hop onto the console behind the turret and slip behind, advancing toward the control station. Hide in the corridor, out of sight from the turret and other enemies, and hack the control station. Once hacked, the turret opens fire on all enemies, including the Gorn Techs and the Attack Drone. Hold back and let the turret do most of the dirty work. Feel free to give the turret a hand, opening fire on the Gorn Techs from behind cover.

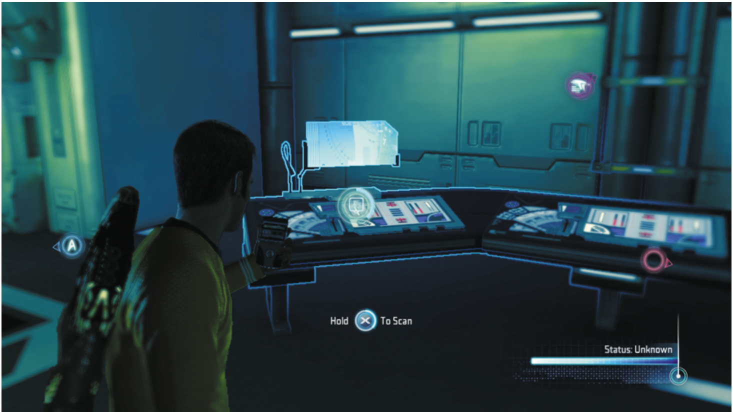
Caution

There is one infected Federation officer in the small lab on the ground floor. Be careful not to shoot him with a lethal weapon to avoid failing the non-lethal commendation. However, if the turret guns him down, you won't be penalized.



The turret may not be able to see all the Gorn Techs, so stalk them yourself, moving from one piece of cover to the next while using your tricorder to monitor their movements. Remember, if you're spotted, Gorn Techs can conjure more Attack Drones by means of their Railer weapon. So avoid detection when possible to prevent this. When possible, sneak up behind the Gorn Techs and perform takedowns. If you can't get behind them easily, simply stun them with your phaser, then perform a takedown before they can recover. Once the lab is clear of enemies, activate your tricorder and scan three collectables before leaving this room.

21: Yolendran Spittle Pods



Scan this terminal next to the small lab on the ground floor to retrieve this entry.

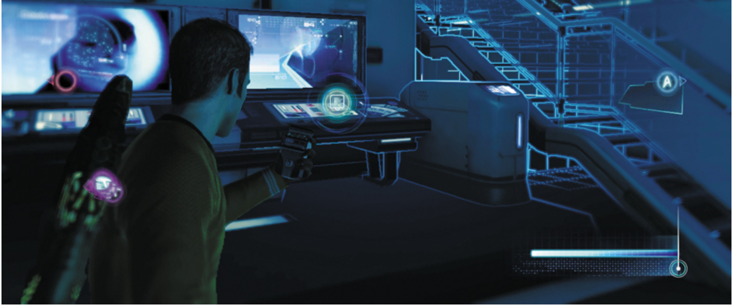
Type: Research Data

Set: Search for a Cure Part 2/Biolab Flora

XP: 100

Log Entry: Would you like a Yolendran spittle pod? No thanks, I just had a heaping bowl of spittle pods. Really, I'm stuffed. Of course, I don't want to eat something called a spittle pod. Go away.

22: Flowering Phistella Sporophyte



Scan this terminal next to the staircase on the ground floor for another flora entry.

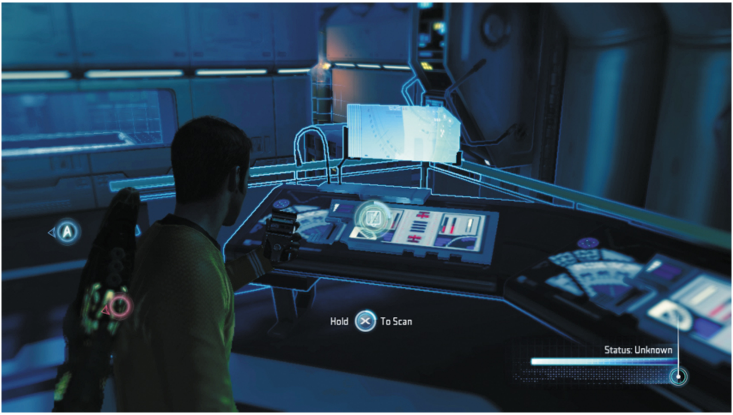
Type: Research Data

Set: Search for a Cure Part 2/Biolab Flora

XP: 100

Log Entry: They really need to start naming new plants after the first poor redshirt who touched it and died of whatever fatal disease was hiding in the leaves. Instead of “Flowering Phistella Sporophyte,” it should be “Ned’s Where-Did-My-Skin-Go Flower.” A touching tribute to the spirit of discovery, and yet another reason why I am the last to volunteer for away teams.

23: Walgettian Fire Blossom



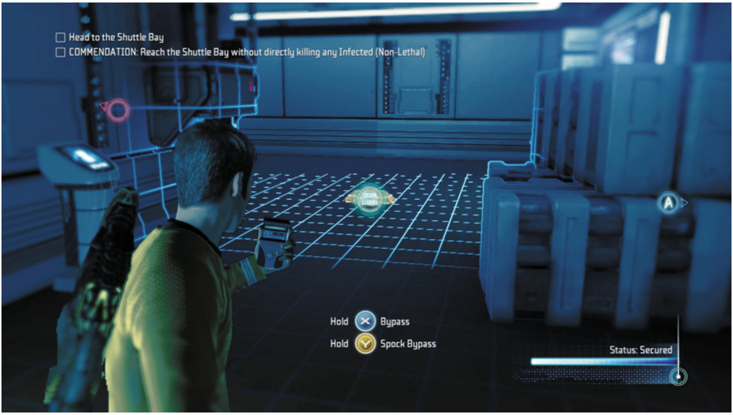
The last flora entry is located within this terminal, next to the lab’s exit.

Type: Research Data

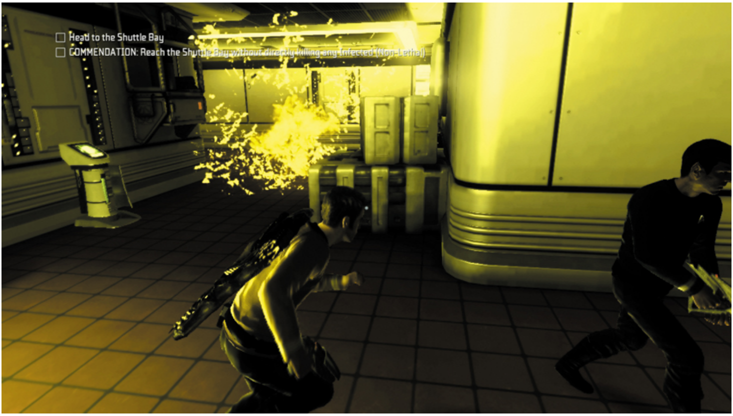
Set: Search for a Cure Part 2/Biolab Flora

XP: 100

Log Entry: This is how the Earth will die. Not from a massive alien invasion. Not from a homegrown geological cataclysm. No, it will end because some unsuspecting fool will sneak something like the Walgettian Fire Blossom past quarantine, and three weeks later the planet will be one big flowery ball, with no room left for things like humans. Mark my thoroughly depressing words.

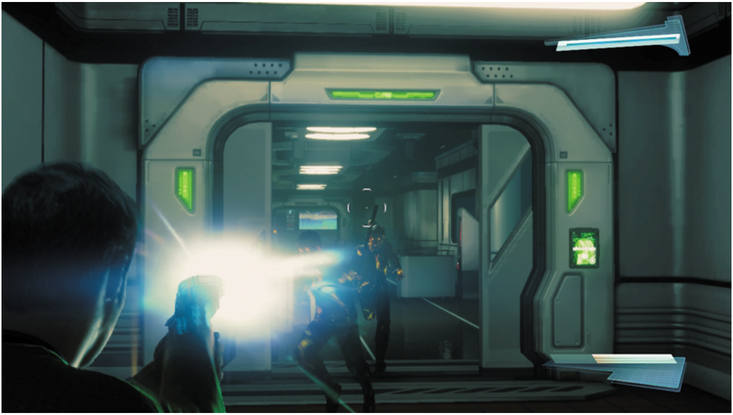


☐ Head to the Shuttle Bay
☐ COMMENDATION: Reach the Shuttle Bay without directly killing any Infected (Non-Lethal)

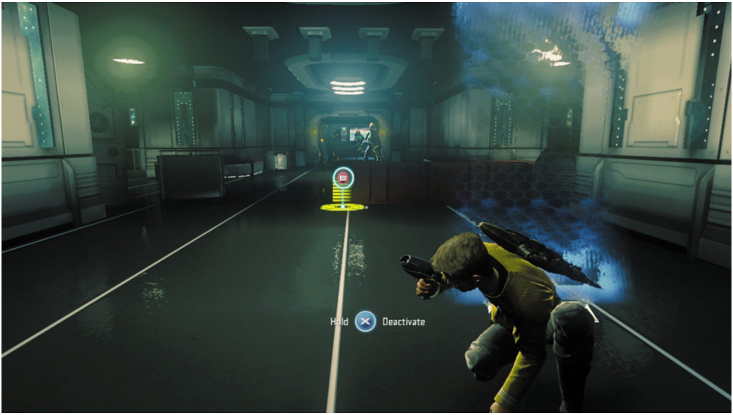


☐ Head to the Shuttle Bay
☐ COMMENDATION: Reach the Shuttle Bay without directly killing any Infected (Non-Lethal)

Follow the waypoint marker to the lab's exit and cautiously enter the adjoining hallway. Just around the corner to the right is another mine. Keep your distance and use your tricorder to bypass it. Feel free to use the nearby Energy Station once the mine has been bypassed. Next, proceed to the next doorway and get the attention of a Gorn Enforcer in the next corridor. Instead of engaging this enemy, get him to follow you. Run past the bypassed mine and move to a safe distance before the trailing Gorn Enforcer detonates it.

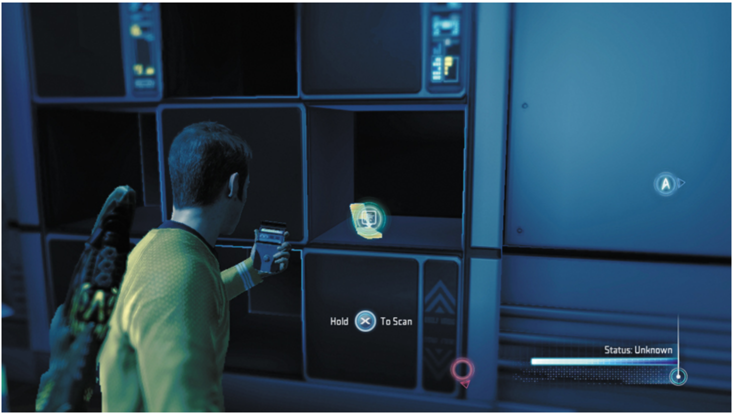


Shortly after the Gorn Enforcer is killed by the mine, three infected Federation officers rush into the corridor, armed with metal pipes. You must use non-lethal force to incapacitate these infected enemies if you wish to complete the non-lethal commendation. So use your phaser to stun these enemies, then perform takedowns. These are the last of the infected enemies you encounter during this section, so feel free to use lethal force against the remaining enemies.



Enter the next corridor and be prepared to confront a pair of Gorn Techs at the opposite end of the hall. Use the crates and force fields for cover while engaging these enemies. And watch out for Attack Drones conjured by the Gorn Techs. Stun the Attack Drones with your phaser, then hack them with your tricorder to turn the drones against their masters.

24: Daniels's Audio Log #2



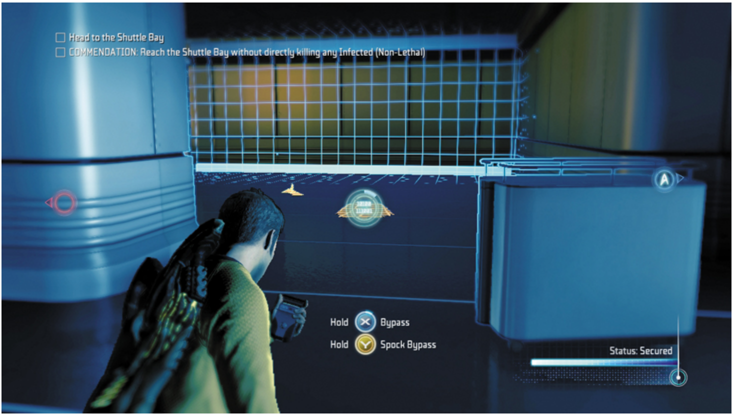
Once the Gorn Techs have been eliminated, enter a lab on the right side of the corridor to locate this audio log on a shelf. Unlock the nearby crate with your tricorder to get a Stun Grenade.

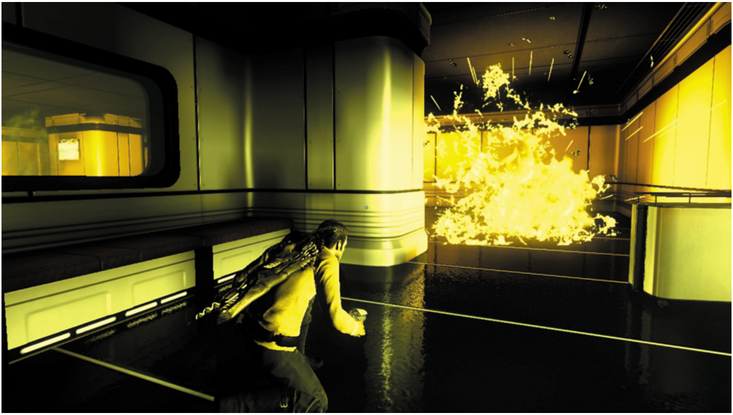
Type: Research Data

Set: Search for a Cure Part 2/Logs

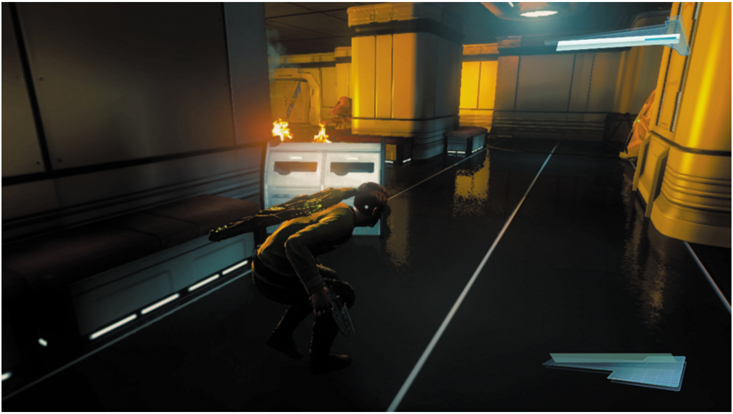
XP: 50

Log Entry: Commodore's log, supplemental. I must confess that my interest in helping the Vulcan scientist T'Mar is not entirely altruistic. The Helios Device T'Mar has designed could provide an incredible tactical advantage for the Federation. T'Mar believes that a possible side effect of the device is a tear if the fabric of space time. The prospect frightens her, but she is a scientist, not a tactician. Imagine, using that tear to travel instantaneously across the galaxy. In the hands of Starfleet it could tip the balance of power in the Federation's favor. I will keep a close eye on the progress of the Helios Project.

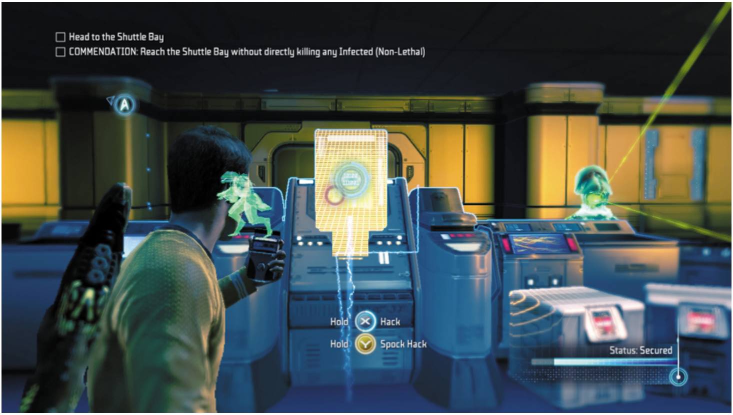

☐ Head to the Shuttle Bay
☐ COMMENDATION: Reach the Shuttle Bay without directly killing any Infected (Non-Lethal)
Hold ✕ Bypass
Hold Y Spock Bypass
Status: Secured



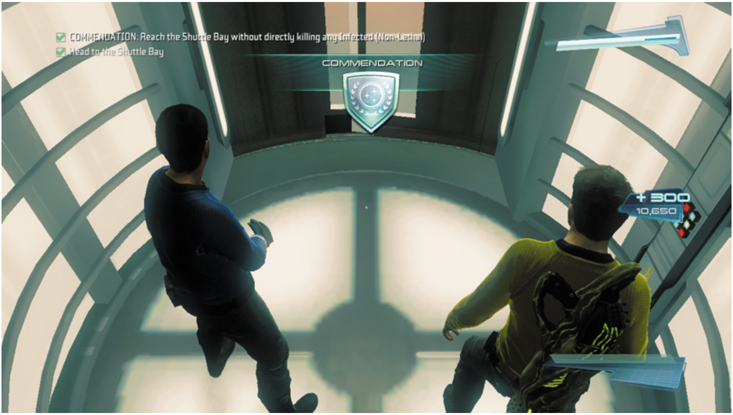
Exit the lab and return to the corridor, passing through a disabled decontamination scanner along the way. The next room is occupied by a Gorn Enforcer, a Gorn Tech, and a turret. Turn to the right and locate a mine on the floor—bypass it using your tricorder. Now draw the Gorn Enforcer toward the mine by using a sound decoy produced by your tricorder. As the Enforcer moves closer to investigate the sound, the mine explodes and kills the enemy.



Next, sneak along the right side of the room, careful to avoid the view of the panning turret. When the turret turns away, approach its control station and hack it. Before beginning the hack, make sure the nearby wall conceals you from the turret's view. Once the turret has been hacked, it automatically opens fire on the Gorn Tech. But the room isn't totally secure just yet—bypass the mine on the floor next to the turret.



☐ Head to the Shuttle Bay
☐ COMMENDATION: Reach the Shuttle Bay without directly killing any Infected (Non-Lethal)

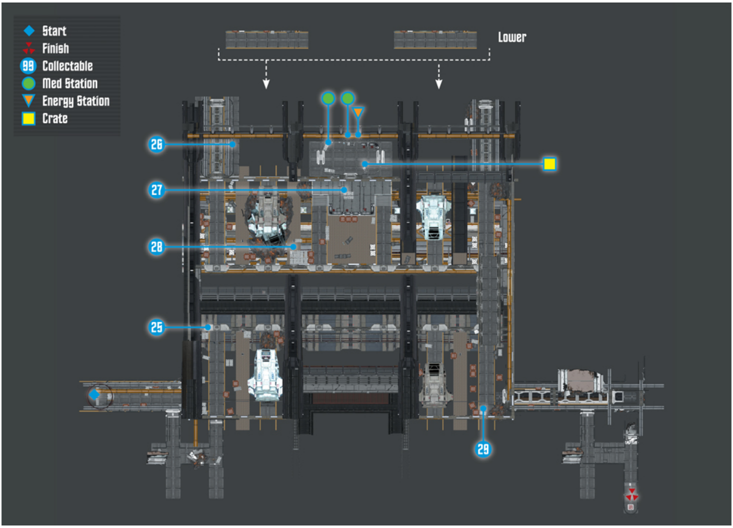


☑ COMMENDATION: Reach the Shuttle Bay without directly killing any Infected (Non-Lethal)
☑ Head to the Shuttle Bay

Now, move to the console in the center of the room and use your tricorder to hack the terminal that controls the next door. A Gorn Enforcer is on the other side of the door, but don't worry about him—he'll be eliminated by the mine or turret once the door is opened. Grab a Plasma Grenade off the dead Gorn Enforcer and proceed to the Turbolift in the next room. Upon entering the Turbolift, you complete the non-lethal commendation, which is worth 300 XP. It's time to get to the shuttle bay.

Evacuate

Shuttle Bay

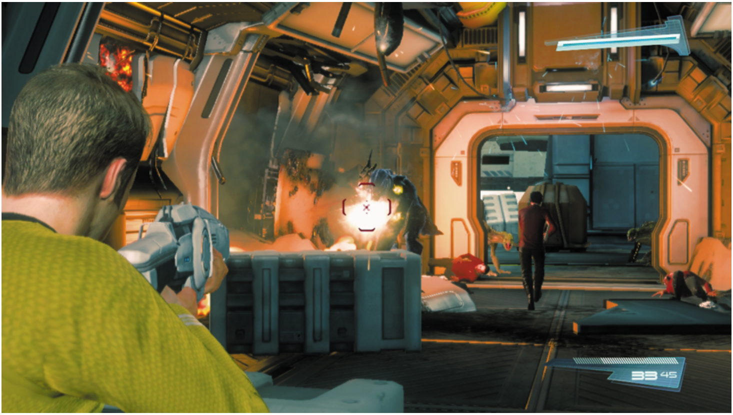


Open this map in a new window

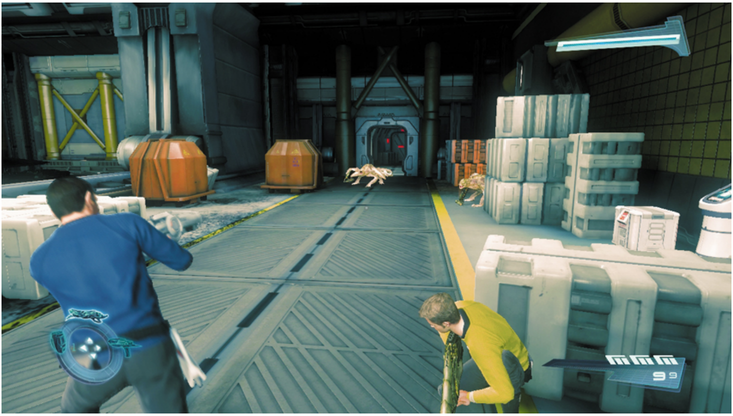
Collectables Checklist

#	Name	Type	XP
25	Gorn Rusher	Research Data	100
26	Shuttle Survivor Pack	Research Data	100
27	Daniels's Audio Log #3	Audio Log	50
28	Remote Comms Package	Research Data	100
29	Compact Medkit	Research Data	100

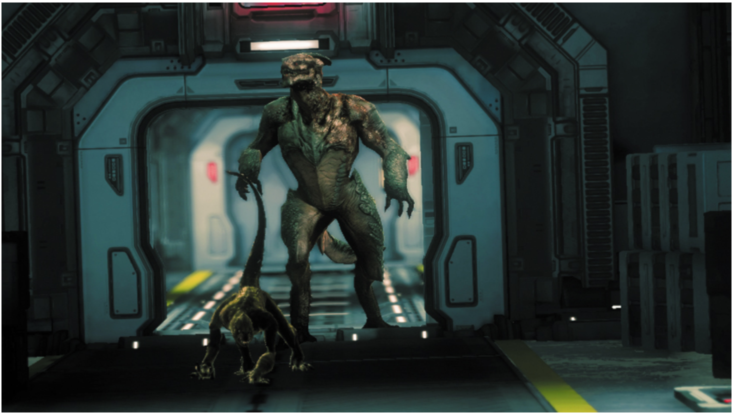
New Objective: Assist in clearing the Gorn from the shuttle bay

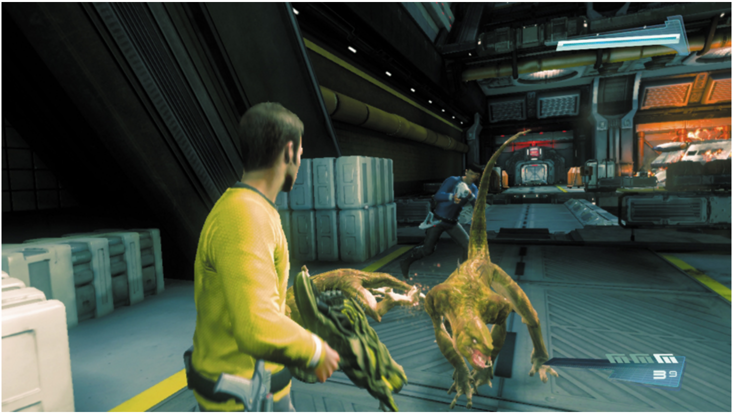


In the corridor leading to the shuttle bay you encounter a security officer. Spock suggests pressing ahead to the shuttle bay before the Gorn make an escape impossible. Just as the officer is about to enter the shuttle bay with his team, an explosion rocks the corridor. Immediately take cover behind one of the crates and open fire on the Gorn enemies just ahead—a Gorn Enforcer and several Gorn Initiates. Drop the Gorn Enforcer as quickly as possible before he can charge forward and attack with grenades fired from his Marauder. Once the Enforcer is down, mop up the remaining Gorn Initiates. If you don't have a Marauder of your own yet, grab one off the dead Enforcer. It will come in handy soon enough. Follow the security crew into the shuttle bay.



Soon after entering the shuttle bay, Commodore Daniels is seen fleeing from a Gorn Initiate. Daniels wastes no time; he shoves his own security detail out of the way and hogs an entire shuttle to himself. As Daniels saves himself, turn your attention to the Gorn Initiates approaching from the distant corridor. Knock them down with a grenade fired from the Marauder, then finish them off at close range before the survivors can get to their feet. Don't worry about wasting too much ammo. There's an Energy Station nearby, along with a crate containing a Stun Grenade.



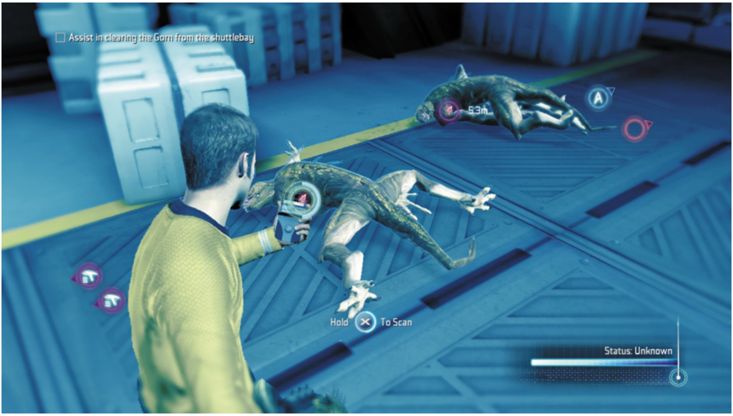


After eliminating the latest wave of enemies, a security officer on the other side of the shuttle bay gets your attention. Move in his direction and wait for him to extend a bridge. While waiting for the bridge, the massive Gorn Commander appears behind the officer and then sics a Gorn Rusher on a departing shuttle. The Rusher enters the shuttle just as it's about to take off, wrecks havoc inside the craft, and causes it to crash. As the shuttle erupts into flames, the Gorn Commander disappears, leaving behind a few Gorn Rushers. Following the cinematic, take aim at the Gorn Rushers dashing across the bridge. These enemies charge directly at you. If you don't kill them quickly, they'll pin you to the ground. Fortunately, the Marauder is well suited for dishing out heavy damage at close range, usually killing a Gorn Rusher with one or two shots. Once the Gorn Rushers are down, restock your ammo at the nearby Energy Station before crossing the bridge.

Caution

If you find yourself pinned by a Gorn Rusher, rapidly press the button shown on-screen to resist its attacks. As you fight back, you'll be able to kick the Gorn Rusher off so that you can get back on your feet. Alternatively, ask you buddy to shoot your viscous attacker.

25: Gorn Rusher



After the first encounter with the two Gorn Rushers, scan one of their bodies.

Type: Research Data

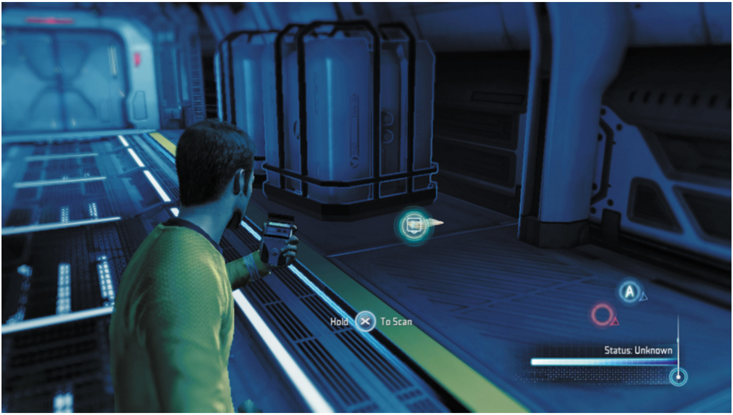
Set: Enemies/Gorn Enemies

XP: 100

Log Entry: This is a curious one. Genetic analysis suggests it represents a lonely outlying branch on the Gorn evolutionary tree. Every family has that slightly feral cousin you'd rather not have around at holidays. This would be that Gorn version.

As you cross the bridge, be ready to engage four more Gorn Rushers that charge directly at you. Take aim with your Marauder and drop them before they can pin you. But make your shots count. You don't want to be caught reloading your weapon while attempting to avoid attacks by these swift creatures. When all the Gorn Rushers are down, enter the dead-end corridor ahead to find a collectable.

26: Shuttle Survival Pack



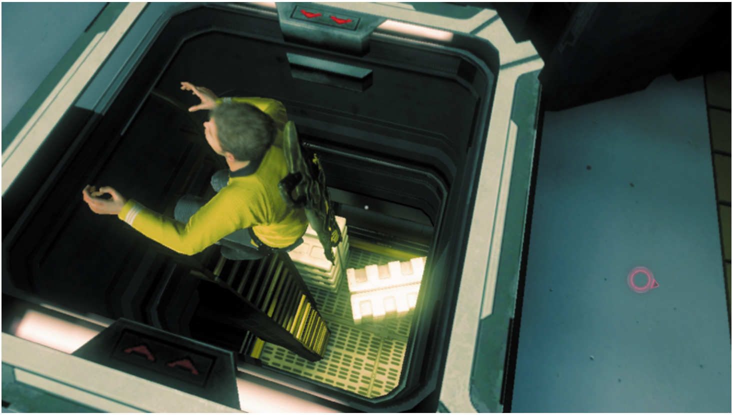
Enter the corridor beyond the bridge and scan this object on the right to add another entry to your collection.

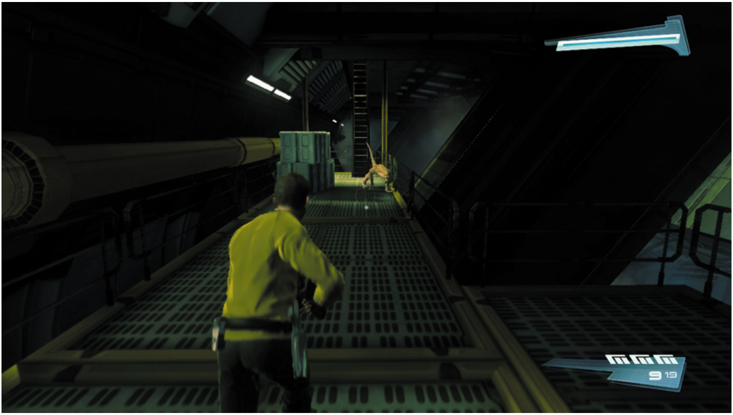
Type: Research Data

Set: Evacuate/Manifest

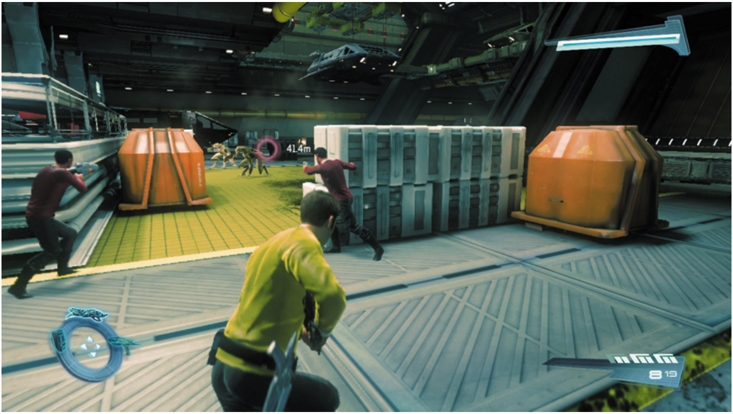
XP: 100

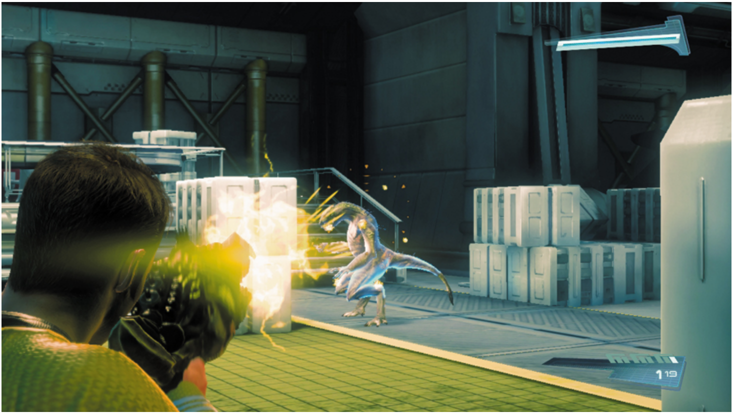
Log Entry: Standard-issue life support pack carried by every shuttle. Contains enough power, shelter, and supplies for survival on hostile planetary surface for six months. At which point it's time to consider eating the redshirts. I kid. Mostly.



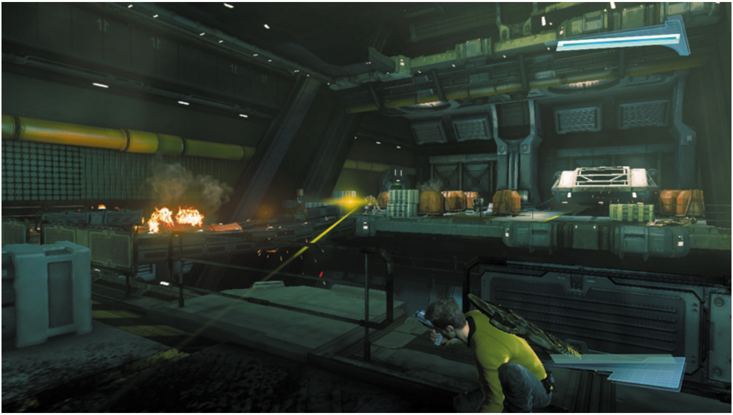


Return to the shuttle bay and look for a hatch in the floor. Unlock it using your tricorder. Descend the ladder through the hatch to access a narrow catwalk beneath the shuttle bay. Keep your weapon raised to engage another Gorn Rusher, and take it down before it can get within melee range. Just past the dead Rusher is another ladder. Climb it to reach the next section of the shuttle bay.



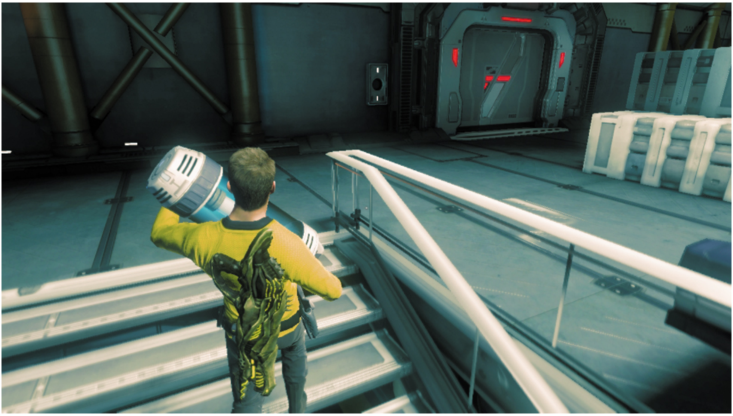


Upon emerging through the hatch, you join a firefight in progress. Immediately seek cover behind one of the nearby crates and assist the security officers in battling a group of Gorn Initiates. These tightly clustered enemies are particularly vulnerable to grenade attacks. Also, look for opportunities to flank while the enemies are focused on battling the security officers. The Gorn Initiates tend to have tunnel vision, focusing on one target at a time. You can sneak beside them and blast them at close range with the Marauder or other weapon of your choice. Once the Gorn Initiates are eliminated, the security officers make a break for a nearby shuttle.



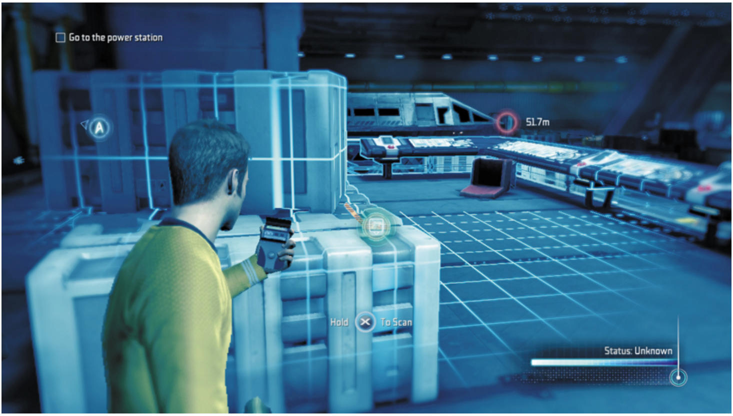
As the security officers board the shuttle, two more Gorn Initiates on the opposite side of the shuttle bay attack from long range. With no bridge access to the other side, there's no safe way to approach these enemies. So find cover and return fire using your phaser or Starfleet Phase Rifle (the Marauder isn't very effective at this range). Once these distant enemies are down for the count, a cinematic shows the Starbase taking a direct hit from a Gorn vessel. The resulting explosion disables the shuttle bay's main door, preventing any shuttles from escaping. T'Mar reports that the Starbase's main weapon systems are offline. But Spock suggests creating a makeshift weapon using the Starbase's subspace relay tower. It's a long shot, but it's your only choice.

New Objective: Go to the power station



Before leaving this side of the shuttle bay, take a few moments to scavenge for gear and collectables. A couple of power cells are on the floor here, including one by the shuttle. Using a power cell, you can power the red door near the center console. This gives you access to a supply room containing an Energy Station, two Med Stations, and a crate holding a Stun Grenade.

27: Daniels's Audio Log #3



Upon exiting the supply room, scan this audio log located on some crates, behind the large console.

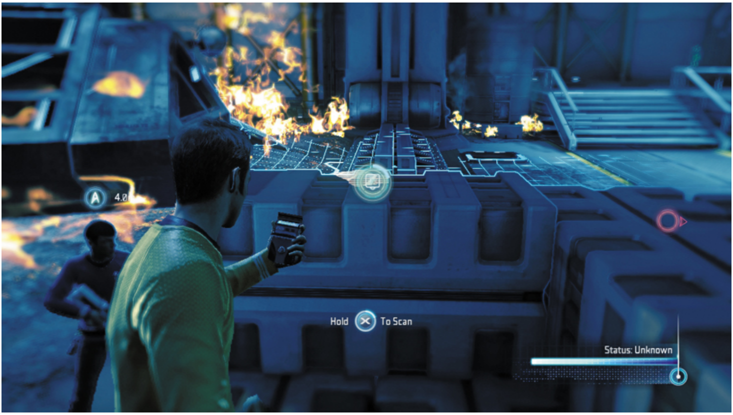
Type: Research Data

Set: Evacuate/Logs

XP: 50

Log Entry: The time has come. I've allowed T'Mar's countless tests to go on long enough. The critical support I've given the Helios Project has given me the leverage I need to take control and start up the machine now. Nothing I can say will make T'Mar understand that her fears are unfounded. Only by putting the machine into action can I prove my case. My team is on-site and monitoring the situation closely. And I am prepared to shut down the device at the first sign of trouble. But I am confident that everything will go according to plan.

28: Remote Comms Package



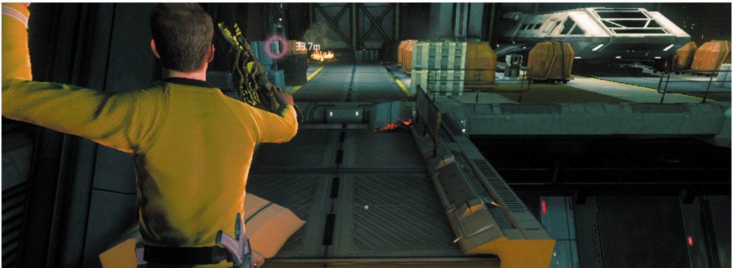
Move toward the flaming wreckage of the crashed shuttle and climb on the nearby crates to scan this collectable.

Type: Research Data

Set: Evacuate/Manifest

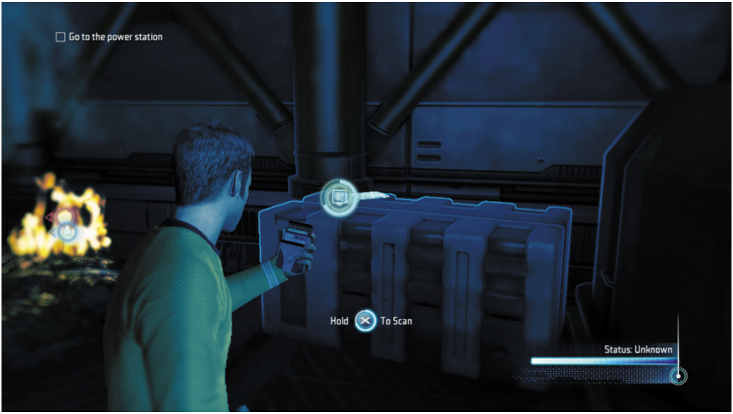
XP: 100

Log Entry: Also known as "Message in a Bottle." Let's be honest. If you're stranded somewhere in a downed shuttle and you're relying on your Remote Comms Package to call for help, chances are you're too far away to be found and rescued before you're seriously considering eating the Remote Comms Package just to survive. Just make sure you wait until after you eat the redshirts. I kid. Mostly.



Once you've stocked up on ammo, gear, and health, return to the point where you engaged the last two Gorn Initiates. The bridge here is inoperable, but you can make the jump. Start by sprinting toward the gap, then leap at the last moment. If you time it just right, you'll grab hold of the ledge on the opposite side. Pull yourself up and proceed toward the next doorway. But before passing through the door, activate your tricorder to find the last collectable in the shuttle bay.

29: Compact Medkit



After leaping across the malfunctioning bridge, locate this collectable on a crate next to the doorway.

Type: Research Data

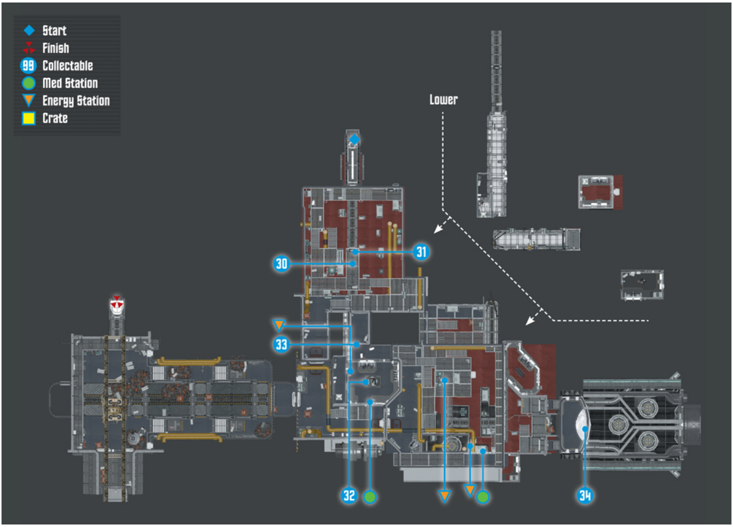
Set: Evacuate/Manifest

XP: 100

Log Entry: Dr. McCoy and I share an aversion to joining away teams, for obvious life-threatening reasons. Unfortunately for him, as Chief Medical Officer he's duty-bound to fulfill his rotation on away teams among all medical personnel. He tried to circumvent protocol by quadrupling the number of Compact Medkits aboard every away shuttle, hoping that would be enough. According to Starfleet protocol, it's not.

Advance through the next doorway and follow the adjoining corridor to a cramped, dimly lit passage. There's a Gorn Rusher inside this narrow space, so keep your weapon raised and prepare to engage the creature at close range—the Marauder is perfect for this encounter. After you eliminate the Rusher, continue through the passage until you come to a red hatch, leading to the power station.

Power Station



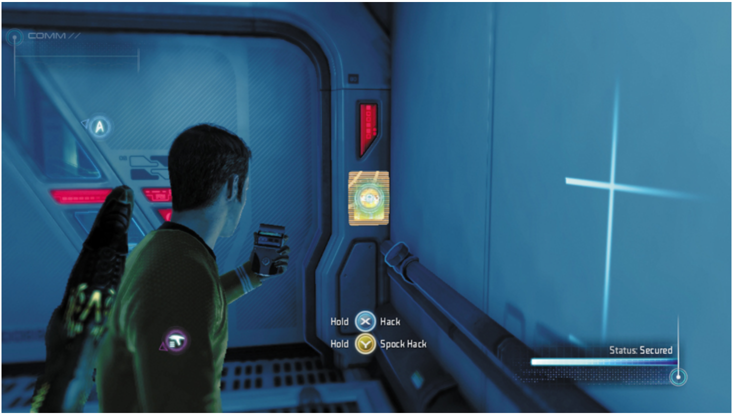
Open this map in a new window

Collectables Checklist

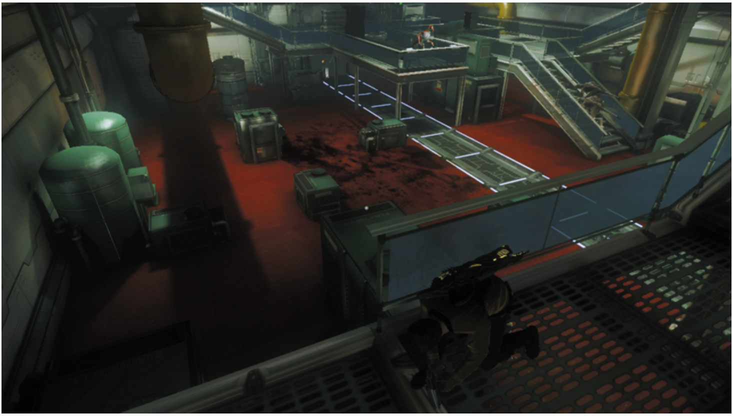
#	Name	Type	XP
30	Gorn Observer	Research Data	100
31	Starbase Comms Relay	Research Data	100
32	Starbase Armory Data	Research Data	100
33	Daniels's Audio Log #4	Audio Log	50
34	Starbase Power Unit	Research Data	100

New Objective: Gain access to the power station

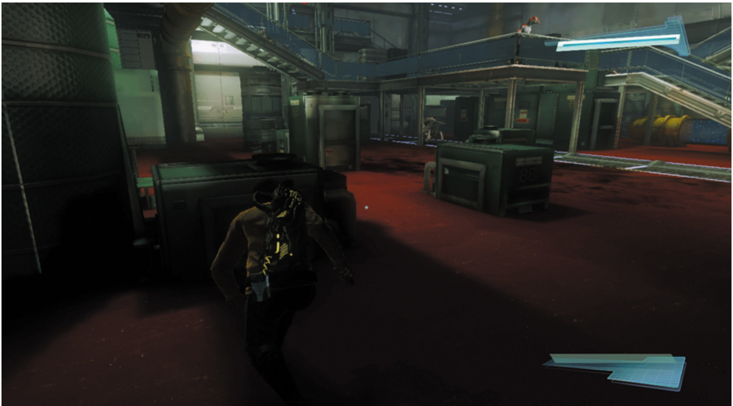
Commendation: Gain access without provoking any enemy attacks (Stealth)



You begin this level in a short corridor leading to the power station. Hack the door at the end of the corridor while listening to an update. T'Mar reports that the power station's most sensitive areas are locked down. She suggests heading for the security room where you can gain full access to the facility. Upon hacking the door, Kirk and Spock silently enter the power station's first room. This room is watched by a Gorn Observer, standing behind a console in the center of the room. She's joined by three Gorn Initiates, one patrolling the floor below, and two others patrolling the upper level catwalks in the distance. It's best to advance through this room quietly, without being seen, particularly if you want to earn the stealth-based commendation.



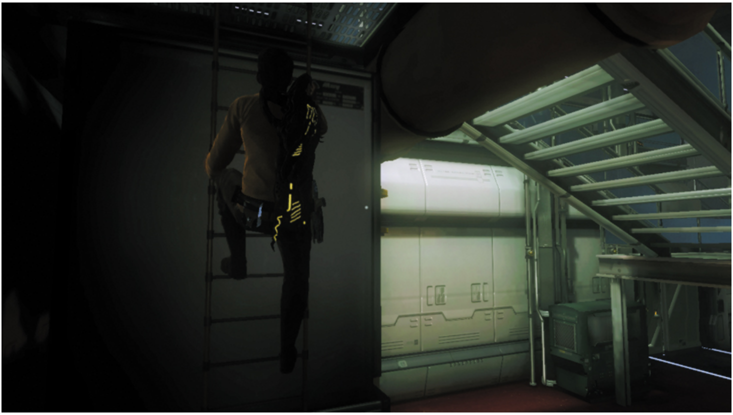
Start by moving along the catwalk to the left side of the room. Stay low and use the partition beneath the catwalk's railing to remain concealed. Watch the lone Gorn Initiate patrolling the floor below. He stops momentarily just beneath your position. When he moves away, toward the back of the room, drop off the side of the catwalk to reach the floor.

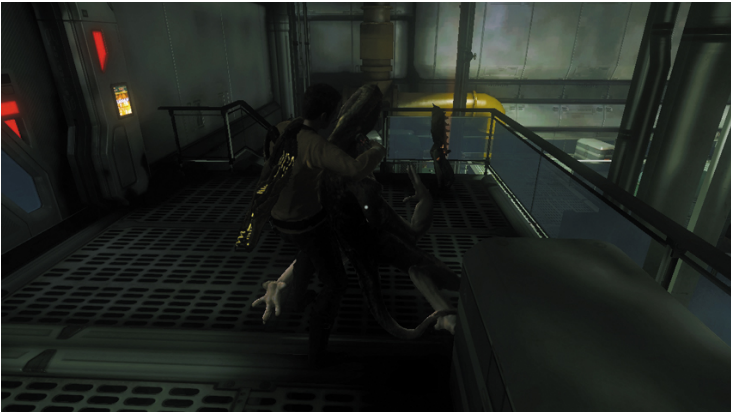


On the floor, immediately move along the dark shadow on the floor while keeping an eye on the Gorn Observer in the center of the room. This enemy pans her head, left and right, scanning both sides of the room. When she looks away from your position, continue your advance toward the back of the room, following the dark shadow to the ladder.

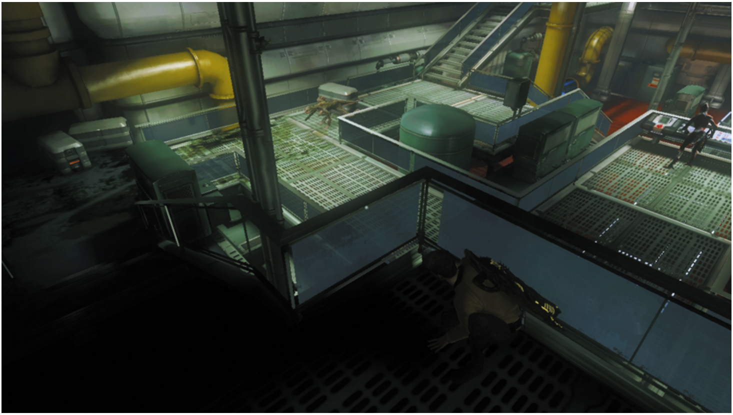
Note

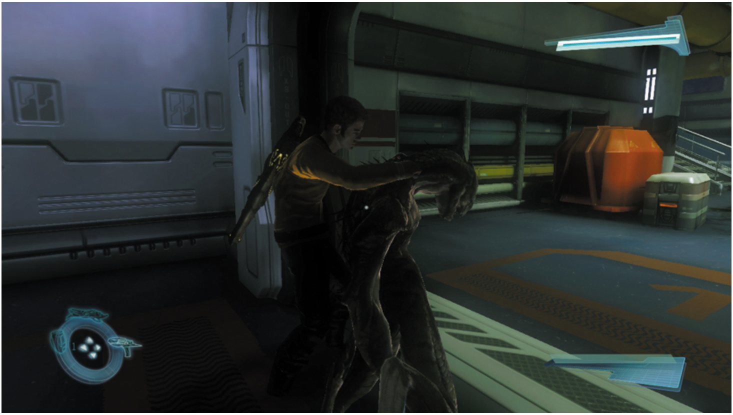
Instead of climbing the ladder, you can pry open the door at the back of the room. This leads into a maintenance shaft containing Daniels's Audio Log #4. From there you can access the security room. However, if you want to scan the Gorn Observer and obtain the Starbase Comms Relay collectable from the center console, it's best to stay in this room and perform a few stealthy takedowns.



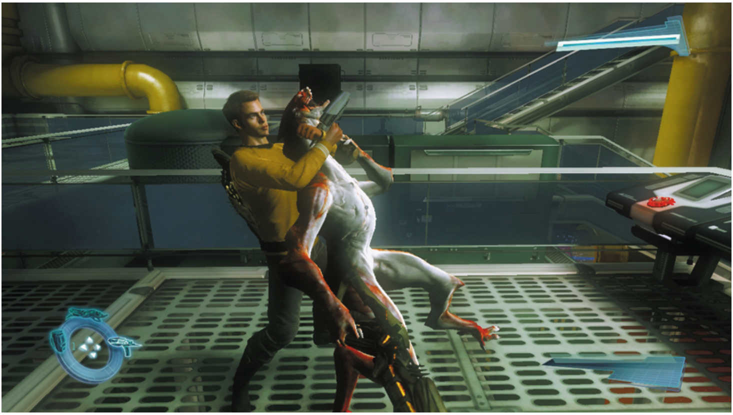


Pause near the base of the ladder and wait for the Gorn Initiate on the ground to move back to his patrol starting point on the far side of the room. Start climbing the ladder, but keep an eye on the Gorn Initiate patrolling the catwalk above—he pauses at the very top of the ladder, then walks away. When he walks away from the ladder, climb to the top, then sneak up behind the enemy and perform a takedown.



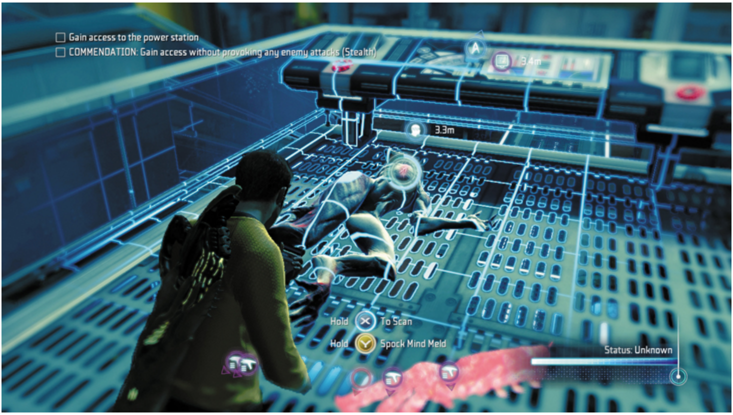


Pause on the catwalk near the Gorn Initiate you just incapacitated. Next, monitor the patrolling Gorn Initiate on the adjoining catwalk. As the Gorn Initiate passes your position and enters the doorway on the left, descend the nearby steps and follow him. Remain crouched and sneak up behind the Gorn Initiate to perform another silent takedown. At this point you can continue to the security room, but if you want all the collectables, return to the previous room to confront the Gorn Observer.



Having eliminated the Gorn Initiates responsible for watching his back, you'll now find that sneaking up on the Gorn Observer is easy. Just stay low and make sure the Gorn Initiate on the floor doesn't see you. Once you're within range, perform a takedown to incapacitate the Gorn Observer. As long as you stay out of sight, there's no need to go after the Gorn Initiate on the floor. Quickly scan the Gorn Observer and the nearby console to gather your collectables. Spock can also perform a mind-meld on the incapacitated Gorn Observer.

30: Gorn Observer



☐ Gain access to the power station
☐ COMMENDATION: Gain access without provoking any enemy attacks (Stealth)

Following the takedown, scan the Gorn Observer's body to unlock another entry.

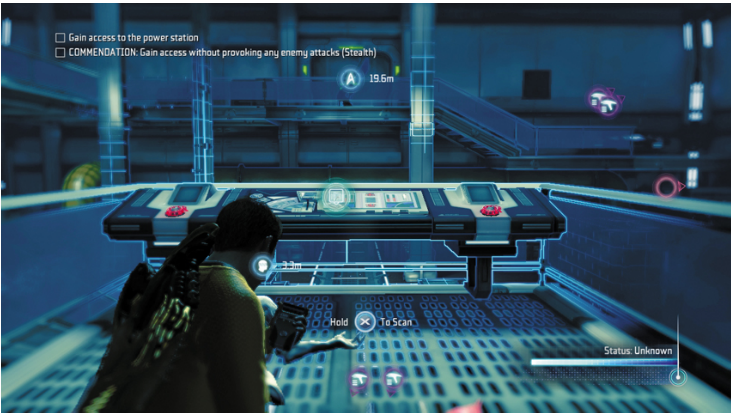
Type: Research Data

Set: Enemies/Gorn Enemies

XP: 100

Log Entry: Another big-brained Gorn, which suggests a more advanced role in their culture than their smaller-brained brethren we've encountered.

31: Starbase Comms Relay


☐ Gain access to the power station
☐ COMMENDATION: Gain access without provoking any enemy attacks (Stealth)
19.6m
3.3m
Hold ✕ To Scan
Status: Unknown

Scan the console where the Gorn Observer was positioned to reveal more information.

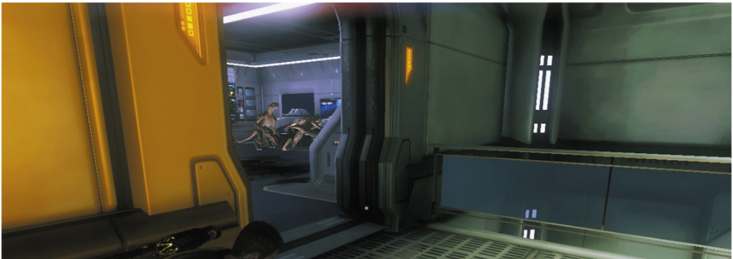
Type: Research Data

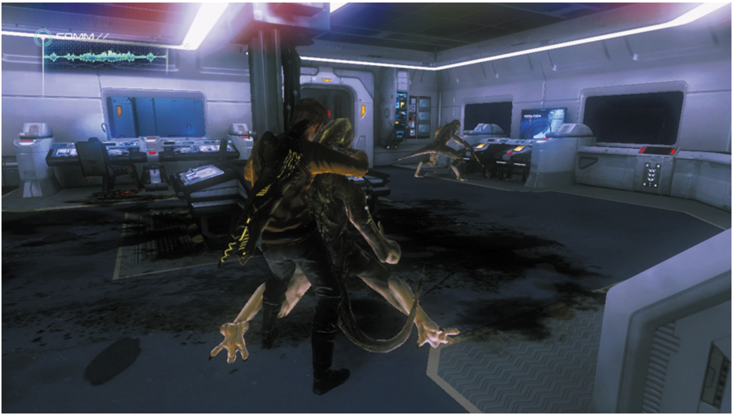
Set: Power Station/Power Station

XP: 100

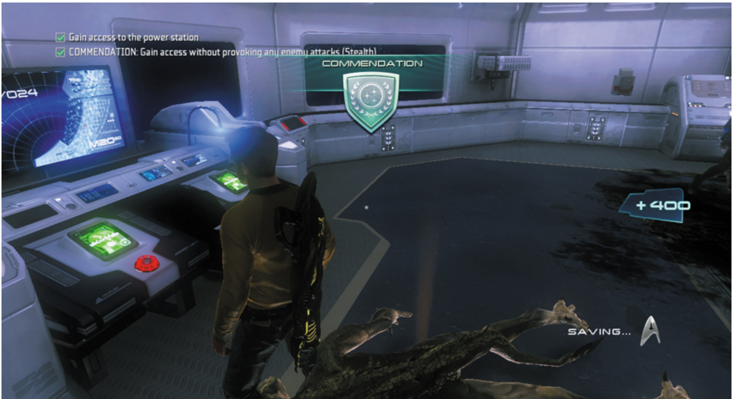
Log Entry: I once heard Starbases compared to islands in a vast ocean. Little outposts of civilization in an empty expanse. Flickering embers of light representing the valiant refusal of life to succumb to the void. They call out into the abyss, never knowing who might respond, but never wavering in their duty to stand against the night. I have nothing sarcastic to add. I actually think that's quite lovely.

Security Room





Now, proceed to the security room, returning to the corridor where you dropped the last Gorn Initiate. But don't barge into the security room—two more Gorn Initiates are inside. You need to take these guys out quietly if you hope to earn the stealth-based commendation. Wait outside the room's doorway and wait for the two Gorn Initiates to pause in front of a console, standing side by side. If you are playing with a buddy, perform a simultaneous takedown on both Gorn Initiates while they're standing together in front of the console. Even if you're playing alone, you can perform both takedowns on your own—if you act quickly and quietly. Wait until the nearby enemy moves toward the console, then sneak up behind him and perform the takedown, then advance to the console and eliminate the second Gorn Initiate.

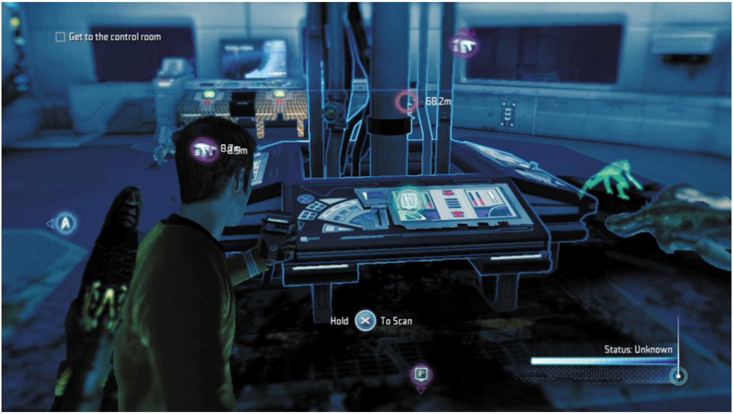


☑ Gain access to the power station

☑ COMMENDATION: Gain access without provoking any enemy attacks (Stealth)

Shortly after entering the security room, T'Mar says you need to disable the security system from the nearby console—the same one the enemies were interested in. Use your tricorder to hack the console, then work together with your partner to match the two wavelengths, tuning the dials until the two waves overlap. Once the hack is complete, you earn the stealth-based commendation worth 400 XP. Following the hack, T'Mar reports that you can now access the power station's control room. But before heading for the control room, conduct a few scans in the security room to find a couple more collectables.

32: Starbase Armory Data



Scan the console in the center of the security room for this entry.

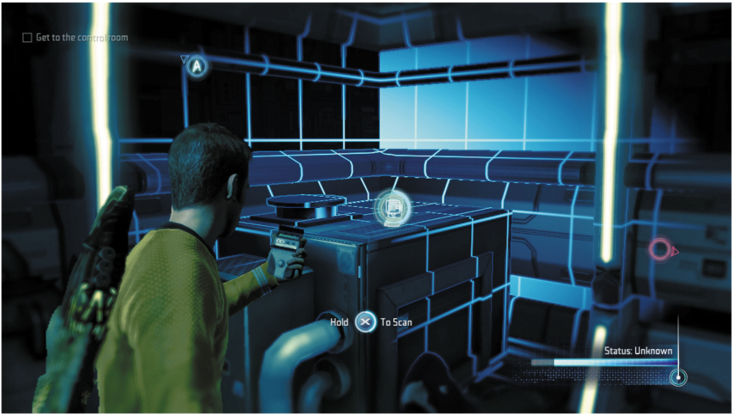
Type: Research Data

Set: Power Station/Power Station

XP: 100

Log Entry: One other thing I envy about Starbases: the prompt response they get from Starfleet Requisitions. I send in requests from the flagship of the fleet and it's treated like a handwritten note from a snot-nosed Ensign asking for a new tricorder. But if a Starbase asks? Watch the bureaucracy trip over itself to make sure the base doesn't run out of air freshener for the cargo bays.

33: Daniels's Audio Log #4



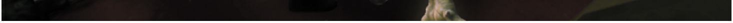
In the security room, pass through the doorway next to the Energy Station to find a hatch in the floor containing a ladder. Descend the ladder to a maintenance shaft connected to the first room. This audio log is located on a crate, near the base of the ladder.

Type: Audio Log

Set: Power Station/Audio Logs

XP: 50

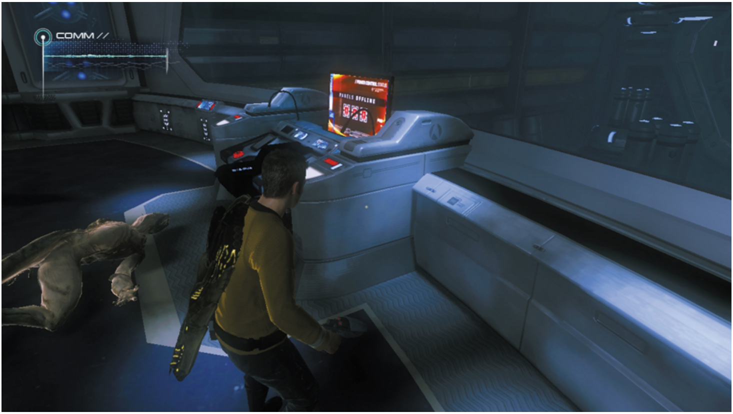
Log Entry: Damn their Vulcan ineptitude! Thanks to their incompetence, the Helios Device is failing. I should have taken full control of the project myself and made it a Starfleet operation from the very beginning. Instead, I'm forced to listen to T'Mar's distress calls begging for help. To make matters worse, the Enterprise is already on its way there. The last thing I need is that boy, Kirk, sticking his nose in things and taking credit for salvaging the Helios Device. No doubt he's looking to make himself a hero, again. Damn Admiral Pike for giving him the keys to the flagship. All of my work could be for naught.



Return to the security room and follow the waypoint marker toward the control room. This next multilevel room is patrolled by a few Gorn Initiates—two on the upper level and one on the ground floor. While there's no need to remain stealthy, it's best to approach the control room without gaining the attention of these enemies. Use your tricorder to monitor their movements while remaining concealed behind cover. As opportunities arise, sneak up behind the Initiates and perform takedowns. Hunt them down, one by one, until the room is clear of threats, then proceed to the control room.

Control Room

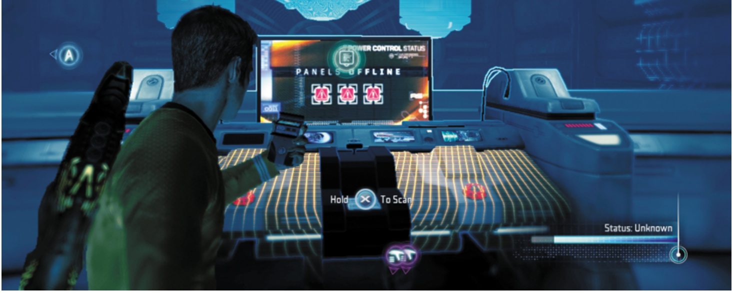
New Objective: Bring all three power cores back online



One more Gorn Initiate is inside the control room—use your tricorder to monitor his movements before entering. When the Initiate's back is turned, enter the room, sneak up behind the enemy and perform a takedown. Once the room is clear, Spock reports back to T'Mar, telling her that all three cores are offline. T'Mar fears that the Gorn are trying to disable the station by starving it of power. She suggests following the power lines to the nearby circuit panels to discover any tampering caused by the Gorn attackers. Activate your tricorder to follow the power lines to the circuit panels in the previous room.

34: Starbase Power Unit

☐ Bring all 3 power cores back online 0/3



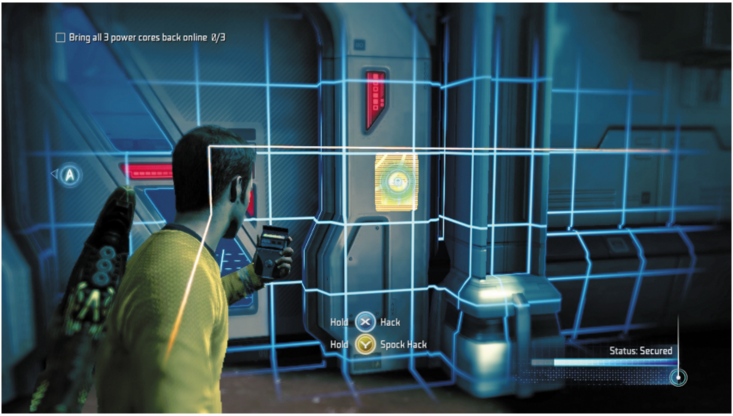
Retrieve this entry by scanning the terminal in the control room.

Type: Research Data

Set: Power Station/Power Station

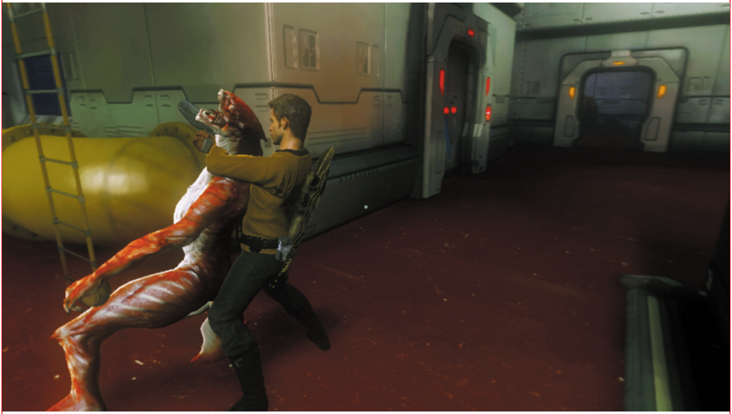
XP: As much as I prefer working on a starship to wasting one's life away on a Starbase, there is one thing about bases that fills me with burning envy: their power supply. They need copious amounts of state-of-the-art fuels cells, obviously, given that most bases are stranded out in the middle of nowhere, but I still dream of packing that much power into the bowels of a ship. We'd never have to stop to refuel. Which means I would never have to see another Starbase. Everybody wins.

Circuit Panel 1



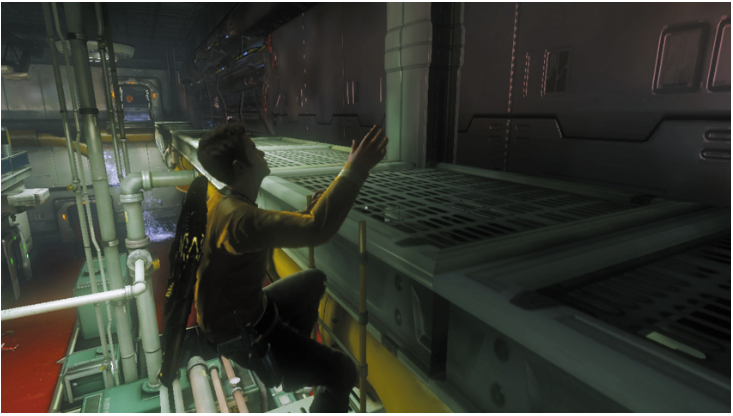
Exit the control room and use your tricorder to follow the orange power lines to the circuit panels; one of the lines leads into a nearby room on the left. Approach the locked door to this room and hack the panel to unlock it. Just inside the room, there's a strange-looking Gorn device attached to the wall, next to the circuit panel. Use your tricorder on the circuit panel to perform a bypass. This is similar to bypassing mines, but this time you must make two connections from one starting point—and the pink lines cannot intersect at any point. So plan out your movements before starting the bypass operation. Successfully completing the bypass earns you 100 XP. One down, two to go.

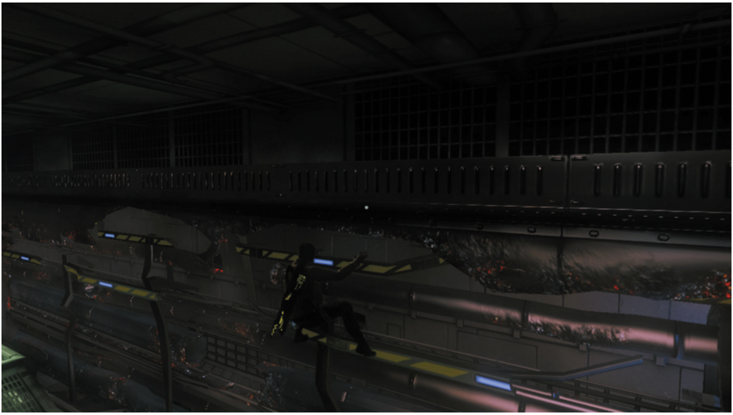
Caution



The area outside the control room is patrolled by at least one Gorn Observer. Do your best to remain undetected and stealthily incapacitate these enemies with a takedown. If any Gorn Observer sees you, they can request Gorn Initiate reinforcements that may lead to a messy firefight. It's best to remain undetected.

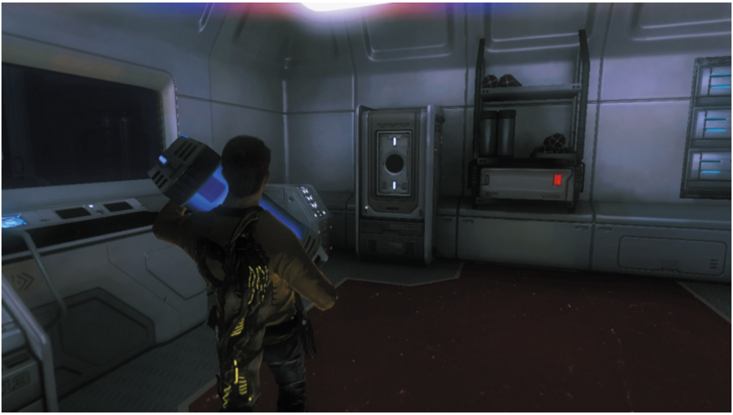
Circuit Panel 2



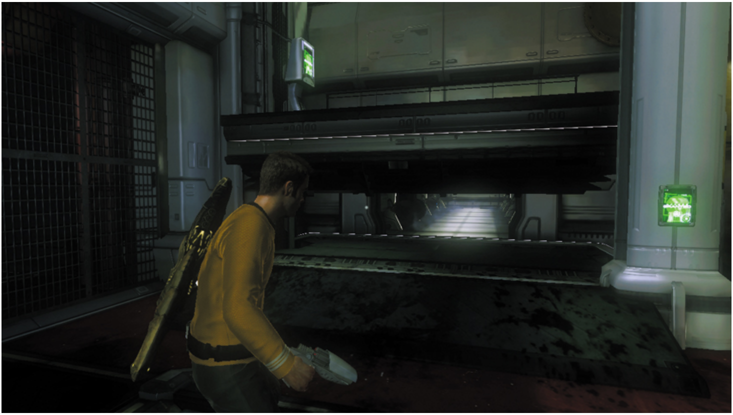


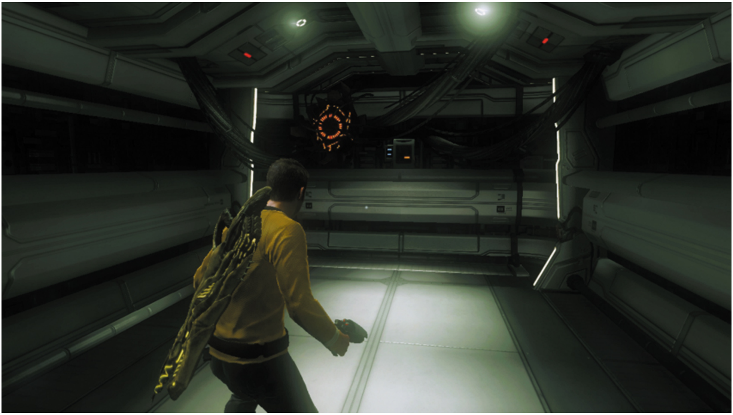
For the next circuit panel, climb to the room's upper level and locate a short ladder leading to a narrow catwalk. As you reach the top of the ladder, an explosion rocks the Starbase, causing a portion of the catwalk to collapse—make sure the vibrations don't cause you to fall off the catwalk. Turn to the wall on the right and jump to reach a series of ledges to traverse across the gap. Drop back down onto the catwalk and continue into the adjoining alcove to find the circuit panel. This one has also been tampered with by the Gorn. Bypass the circuit panel then return to the ground floor, being careful to avoid any Gorn Observers who have appeared.

Circuit Panel 3



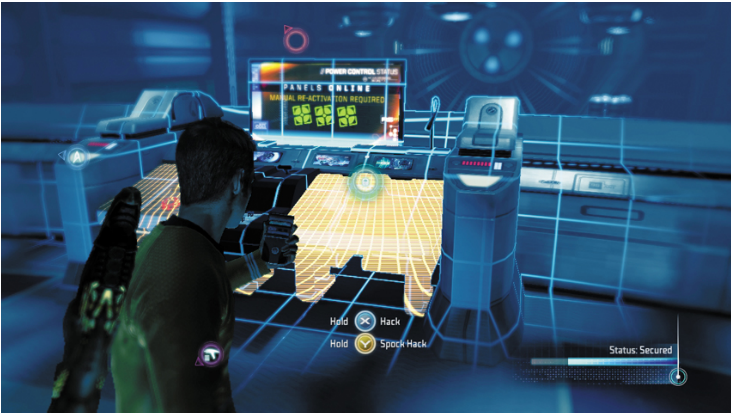
Once on the ground floor, locate two adjacent rooms, each with a locked door. Start by hacking the locks to both doors. You can find a power cell in one of the rooms and an empty power cell socket in the other. Carry the power cell over to the empty power cell socket to energize a nearby lift.

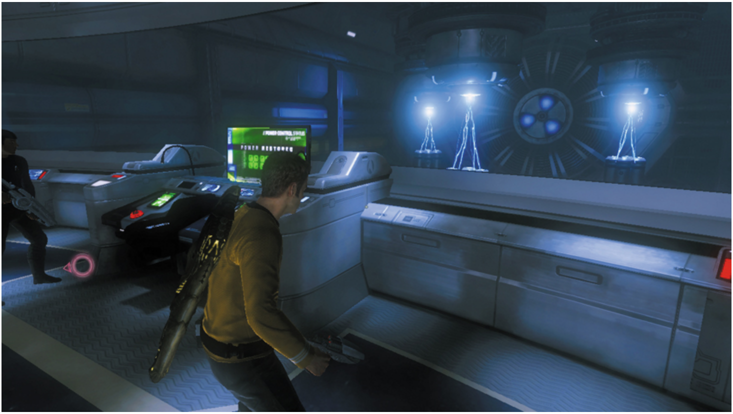




Follow the power lines from the power cell socket to the nearby lift. Use your tricorder to raise the lift, then proceed into the maintenance tunnel—you cannot enter this tunnel until the lift has been raised. The third and final circuit panel is on the wall at the end of this tunnel. Bypass the circuit panel, then return to the main room to hunt down any new Gorn Observers who have appeared. After you clear the room, return to the control room.

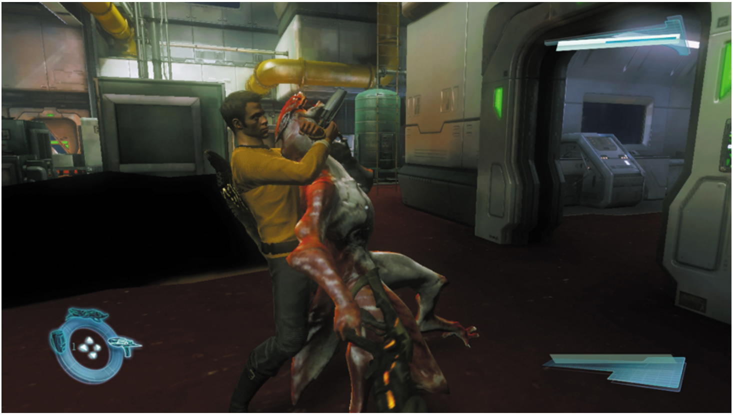
New Objective: Reroute the power at the console



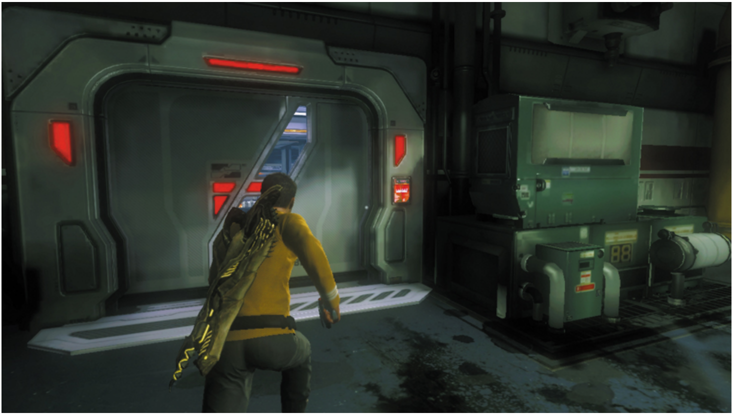


Now that the circuit panels have been bypassed, it's time to reroute the power. Use your tricorder to begin the hack on the central console in the control room. This hack is similar to the one you performed earlier in the security room, requiring you to work together with your partner to synchronize two wave patterns. Use the dials to adjust the wave amplitudes until they match. Completing the hack earns you 100 XP and restores power to the three cores. T'Mar reports that full power has now been rerouted to the relay tower. It's time to head for the relay tower and put Spock's theory to the test. T'Mar promises to guide you through the weaponization process once you arrive.

New Objective: Escape the power station

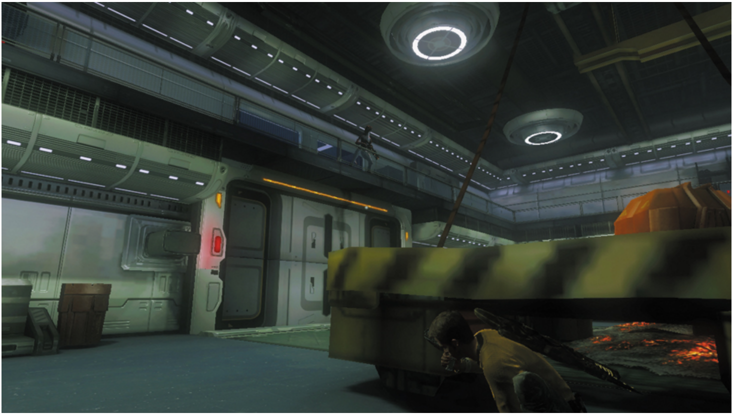


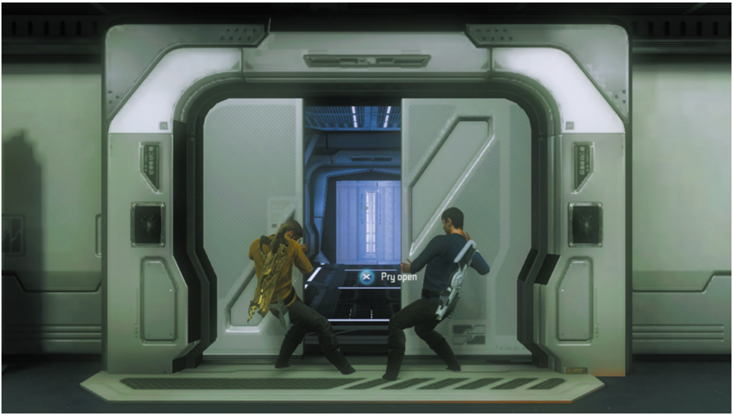
Creep out of the control room and make a beeline for the security room. Watch out for more Gorn Observers patrolling this area along the way. Do your best to avoid detection to prevent an intense firefight from breaking out. Instead, take your time and stealthily sneak up behind any enemies in your path and perform silent takedowns.



☐ Escape the power station

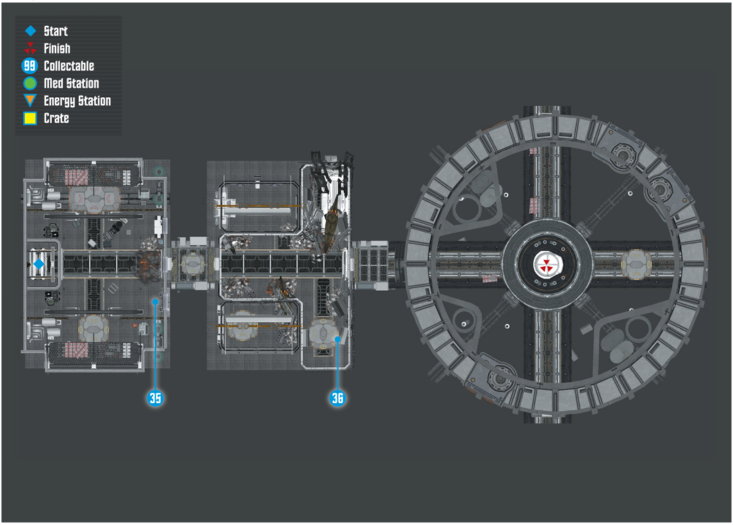
The security station is clear of hostile forces. So simply pass through the room follow the waypoint marker to a locked door in the corridor outside the security room. Hack the door to unlock it and step inside a large storage room. Use your tricorder to locate two Gorn Initiates patrolling just ahead. There's also a Gorn Observer at the far end of the room, pacing along a catwalk. Silently incapacitate the two Gorn Initiates—monitor their patrol patterns and take them down once they turn their back. If the Gorn Observer detects anything, she will conjure more Gorn Initiates that will beam in as reinforcements. So do your best to avoid detection.





Now it's time to sneak past that Gorn Observer. As the enemy moves away, advance into the storage area filled with crates and other equipment. The crates provide excellent cover so that you can remain concealed. Wait for the Gorn Observer to move toward the right side of the room, then follow her, hugging the room's perimeter wall and moving just beneath her. You eventually come to a jammed door. Work together with your partner to pry open the door, then proceed into the Turbolift on the other side.

Relay Tower



Open this map in a new window

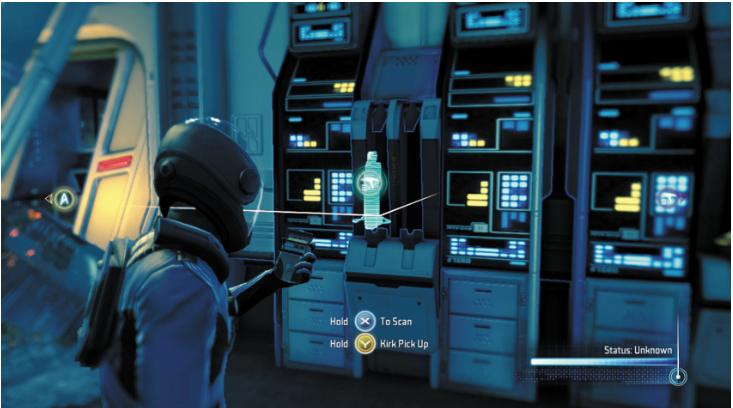
Collectables Checklist

#	Name	Type	XP
35	Engineer Transport Tool	Research Data	100
36	Daniels's Audio Log #5	Audio Log	50

New Objective: Acquire an Engineer Transport Tool

Before making the advance toward the relay tower, Kirk and Spock don environmental suits—this journey will take them outside the Starbase for another space walk. But for now, you must deal with a blocked passage just ahead. T'Mar advises that the Engineering Transport Tool, or ETT, is available in this area. It allows the transporting of matter over short distances.

35: Engineering Transport Tool



Scan the ETT on the weapon rack to the right of the blocked doorway. After scanning it, pick it up.

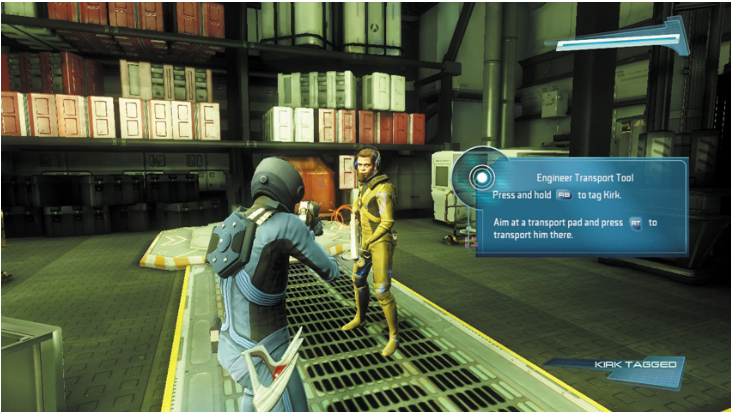
Type: Research Data

Set: Weapons/Federation Weapons

XP: 100

Log Entry: I’m very proud of this one. Think of it as a transporter for your pocket. You can send small objects short distances, just like beaming them from a transporter pad. I’ve not finished tests on organic material yet, so be careful. Still, it’s quite a breakthrough. And thus the name Scott joins Newton and Einstein in the pantheon.

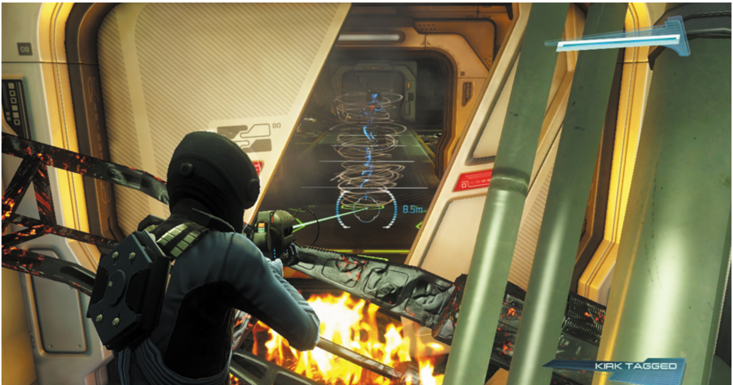
New Objective: Take the Turbolift up to the relay tower access

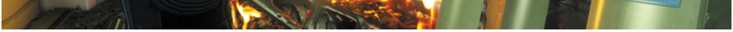


Engineer Transport Tool

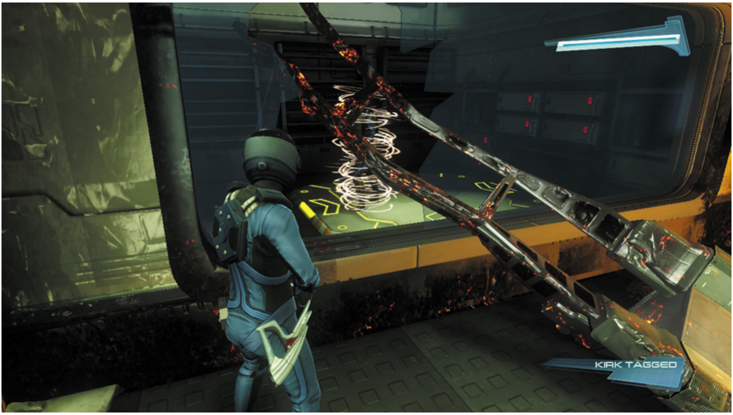
Press and hold RB to tag Kirk.

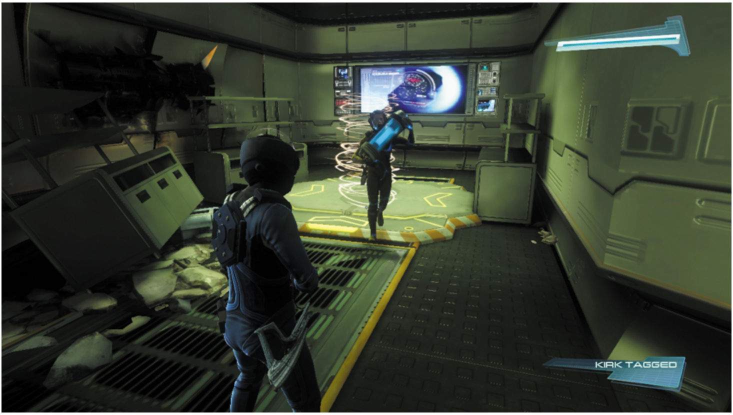
Aim at a transport pad and press RT to transport him there.





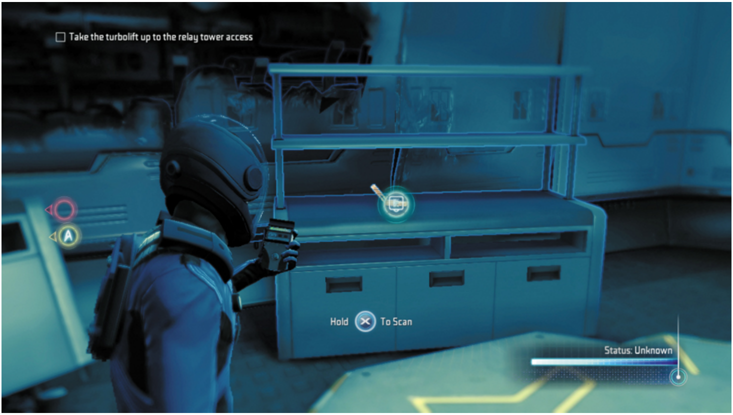
With the ETT in hand, aim it at your partner and press the secondary fire button—don't worry, it won't hurt. The secondary fire button tags a target for transport. Once a target has been tagged, a notification appears in the bottom right corner of the HUD. Now that your partner is tagged, aim at the transporter pad beyond the blocked doorway. Take aim through the opening in the doorway and press the primary fire button to transport your partner into the adjoining corridor. Once he is on the other side, your partner can do the same for you, tagging you first with the secondary fire button, then transporting you onto the transporter pad. Simple enough, right?





Can you figure out this next transporter puzzle? The door ahead is unpowered, meaning a power cell needs to be installed somewhere. Turn to the room on the right side of the corridor and take aim through the crack in the window to target a transporter pad inside the room. Once your partner is inside the room, he can grab a power cell from the floor. Next, transport your partner (and the power cell) back out into the corridor, using either of the two transporter pads. Your partner can now install the power cell into the empty socket, which is located in the room on the left side of the corridor. This powers the door and now you can reach the next corridor.

36: Daniels's Audio Log #5



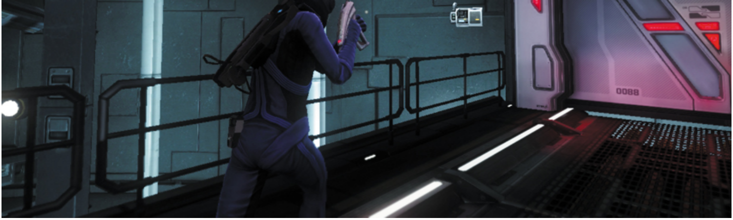
Before leaving the room, locate this audio log sitting on a shelf on the right side of the room.

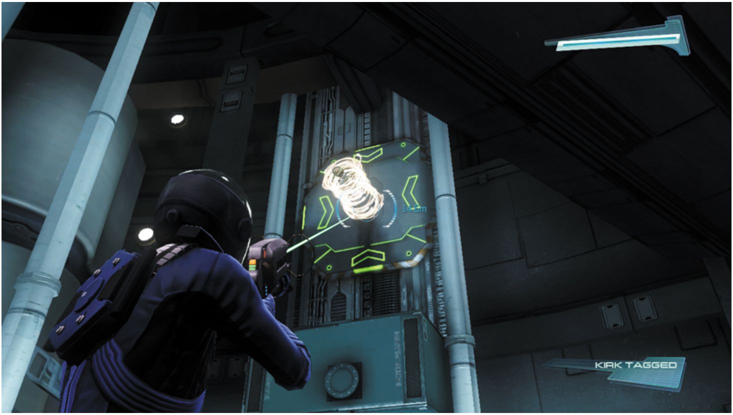
Type: Audio Log

Set: Relay Tower/Logs

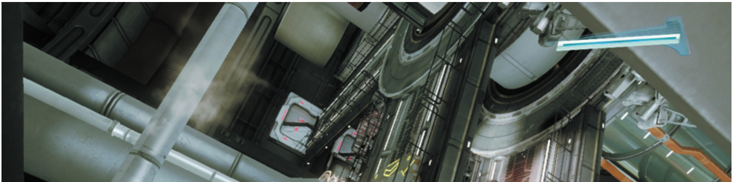
XP: 50

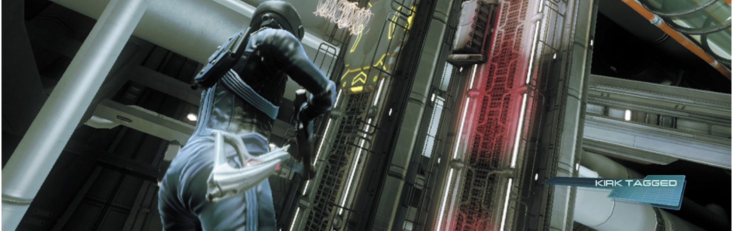
Log Entry: The Helios Device … is gone. Details are still coming in, but it appears that an unknown force has attacked the colony on New Vulcan and taken the device. The Enterprise is on its way here with the survivors, but I don't know if I can wait for them to get here. A single Starbase is no match for an enemy that can wipe out an entire colony. And no doubt, the Vulcans will accuse me of wrongdoing for turning Helios on ahead of schedule. But I was doing what was best for the Federation. I have no doubt that events will prove me right. But until then …





Pry open the door at the end of the next corridor to enter this large, dimly lit chamber. It appears that the gravity is offline here, as indicated by the crates floating in midair. Fortunately, your magnetic boots are active and they keep your feet firmly planted to any surface. Follow the waypoint marker to the far side of the chamber where you can see a transporter pad on a wall. However, the pad is electrified. Use your tricorder on the nearby console to deactivate the electrical field covering the pad. Once the transporter pad is safe, beam your partner over to the pad using the ETT—wait for your partner to transport you to the same pad.

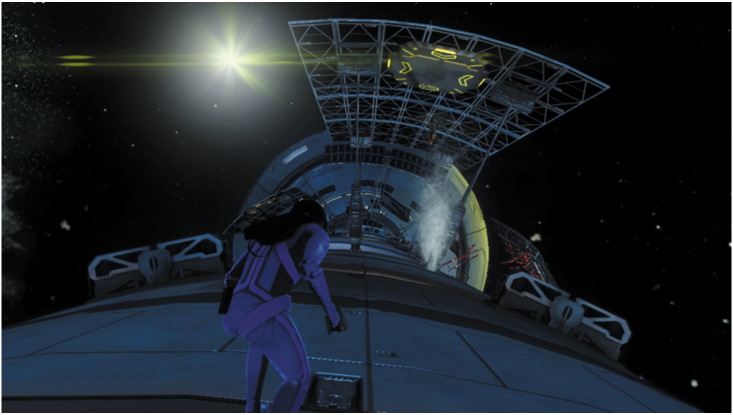




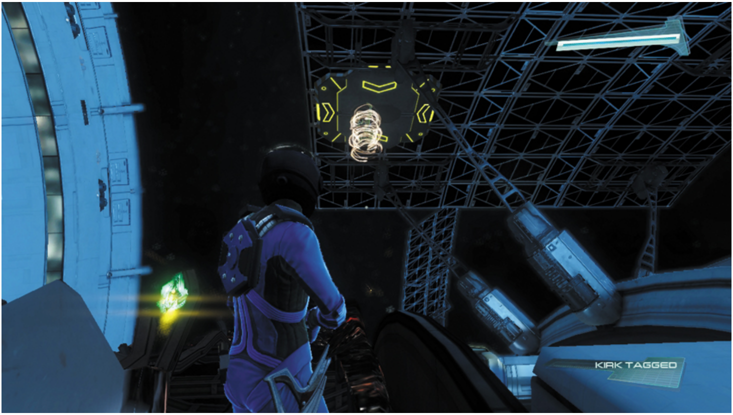
Feeling queasy yet? Standing on the wall, turn to your left to spot another transporter pad on a nearby catwalk. Take aim, and beam your partner over to the pad using the ETT. Wait for your partner to transport you over to the new pad, then proceed into the Turbolift at the end of the catwalk.

Starbase Exterior

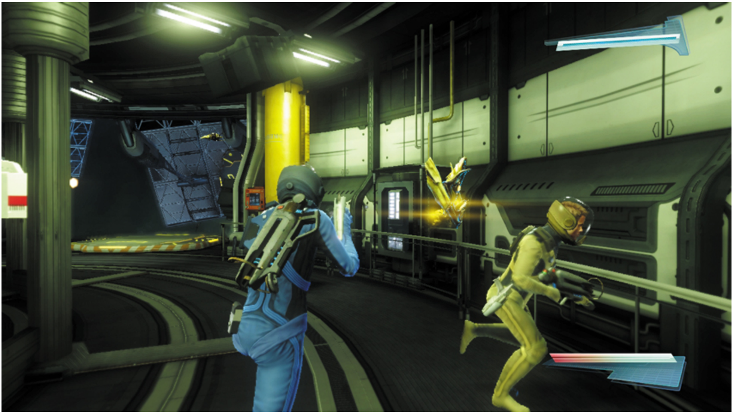
- New Objective: Access the relay tower antenna control
- Commendation: Complete your objectives without directly killing any Infected (Non-Lethal)



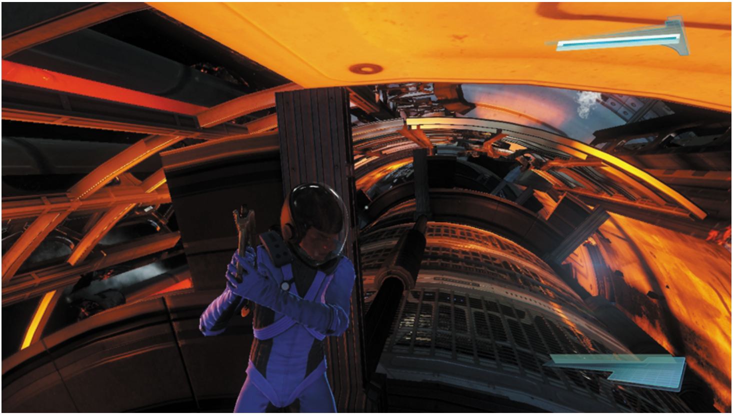
Upon exiting the Turbolift, climb the ladder at the end of short corridor to emerge from a hatch. Kirk and Spock find themselves standing on the Starbase's exterior hull, while Gorn fighters continue their attack. T'Mar reports that she has sent a distress signal to the Enterprise, but for some reason, the Starbase is incapable of receiving a response. Advance along the exterior hull in the direction of the waypoint marker and keep an eye open for infected Federation officers posted out here. To complete the non-lethal commendation, you must avoid killing these enemies. Equip your phaser and prepare to stun during each engagement. The first infected enemy is standing next to a transporter pad. Simply hit him with one stun shot to incapacitate him. You're now safe to beam over to the transporter pad, using the ETT.



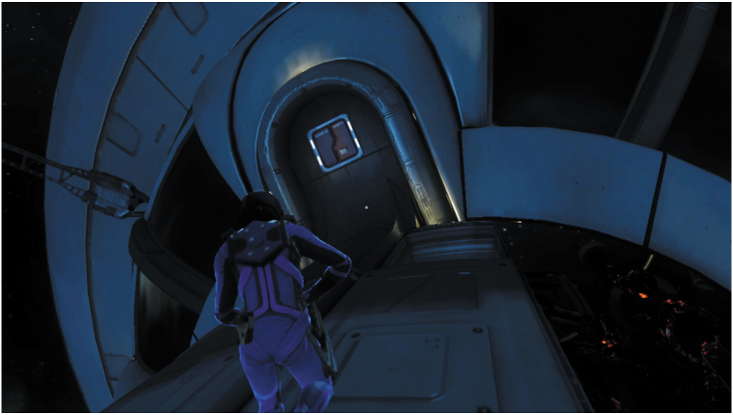
Continue leapfrogging along the exterior of the Starbase, using the ETT to beam from one transporter pad to the next. But be prepared to encounter some resistance along the way in the form of infected Federation officers, and Attack Drones. Make an effort to stun the Attack Drones, then hack them before they can recover. This allows you to use the Attack Drones to your advantage, as they engage other enemies for you.



Expect stiff resistance from Attack Drones as you enter this cylindrical room. Do your best to stun, then hack the Attack Drones, then use your new friends to attack the remaining enemy drones. But don't be afraid to use your phaser's kill setting either, completely annihilating these pesky attackers. Use your tricorder to locate Attack Drones that are hiding behind cover, then hunt them down, one by one. Once the room is clear of threats, consider using the Energy and Med Stations here before continuing toward the relay tower antenna.



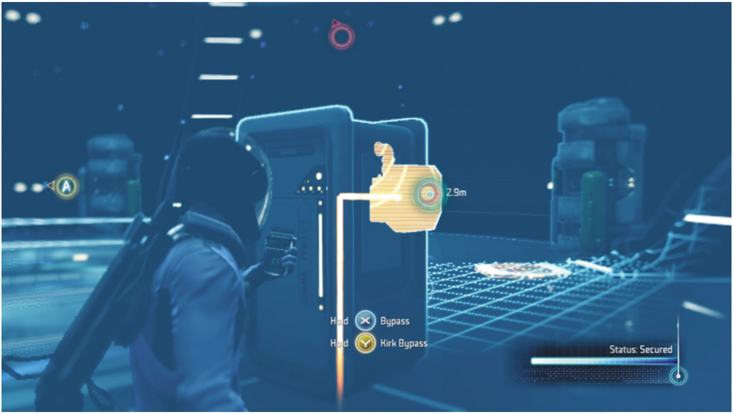
Jump across a few more transport pads using the ETT to enter this corridor passage. Stay low and make use of cover to avoid getting hit by infected Federation officers posted here. Scan ahead using your tricorder to locate these enemies, then proceed cautiously, engaging them only with your phaser's stun setting. These enemies attack aggressively with Starfleet Phaser Rifles, so remain behind cover whenever possible. If you take too much damage, your magnetic boots will lose their grip and you will float off into space, preventing your teammate from healing you. At the end of this section, look up through an opening in the ceiling to spot a distant transporter pad and use your ETT to reach it.

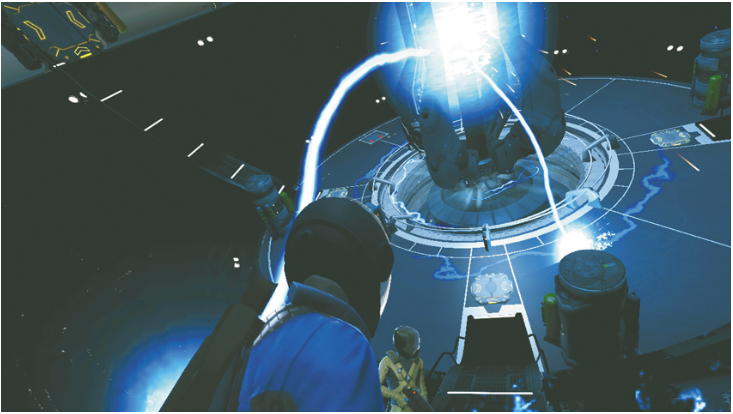


Beam across to one more transporter pad, then follow the waypoint marker to a red hatch—this leads into the relay tower array. Upon entering the hatch you earn the non-lethal commendation worth 300 XP.

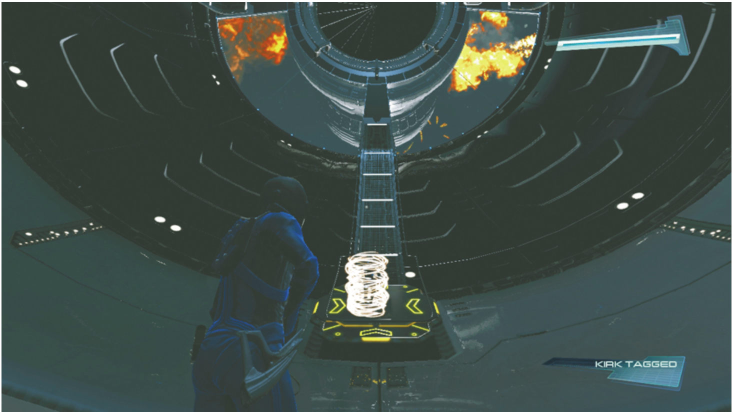
Relay Tower Antenna

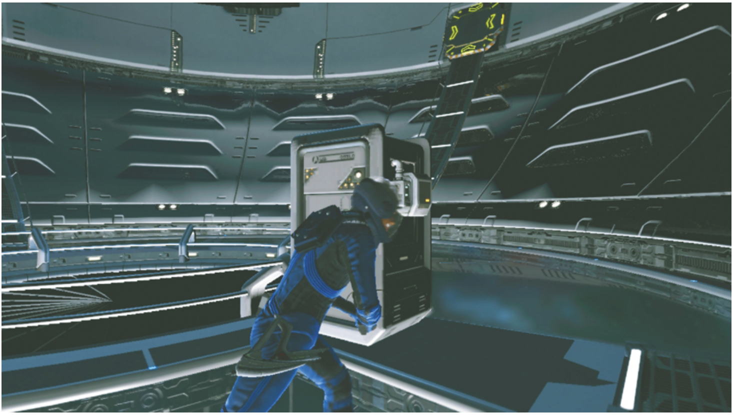
New Objective: Power up the antennas





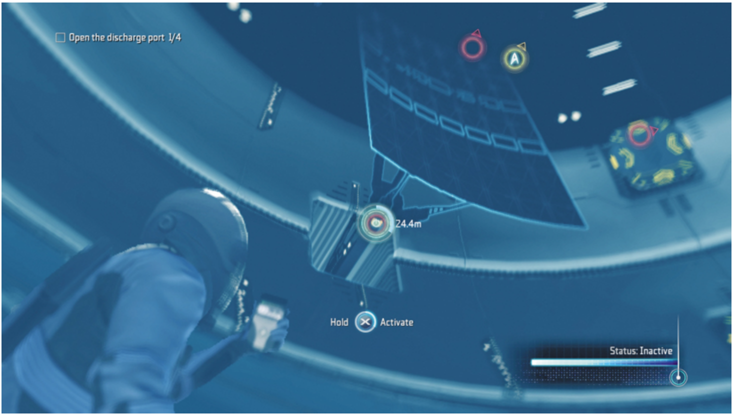
The hatch leads to a long shaft, with a ladder. Climb the ladder to the top of the shaft and unlock the hatch overhead to gain access to the relay tower antenna. The antenna is currently offline, so you'll need to perform a manual override to restore functionality. Turn to the right and use your tricorder to perform a bypass on the nearby console. This activates the first of two antennas. Immediately after completing the bypass, rush up one of the perimeter walkways leading up the wall of the chamber. This puts you out of danger from the blue arcs of electricity emitted by the antenna. T'Mar reports that the Gorn are closing in on her position in the command center. She's not sure how long she and the Starbase's security forces will be able to hold back the attackers.





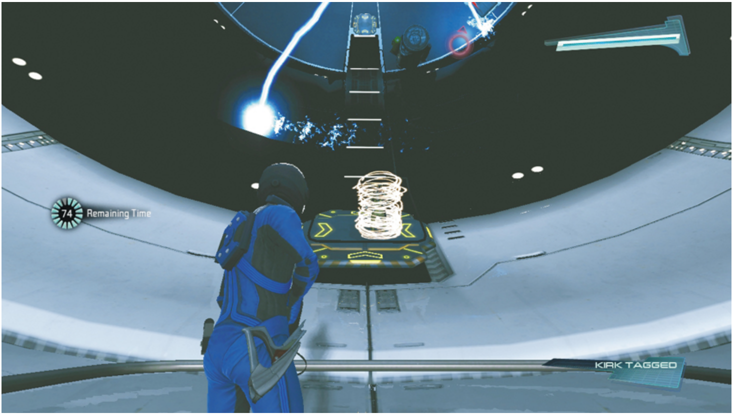
Now it's time to get the second antenna working. Turn to the opposite end of the chamber and look for a distant transporter pad. Use your ETT to beam across to this pad, then approach the console near the second antenna. Once again, use your tricorder to bypass the console. But this time, stay on the floor, near the antenna. The blue arcs of electricity emitted from this antenna travel along the perimeter walls and the floor is the safest place to be.

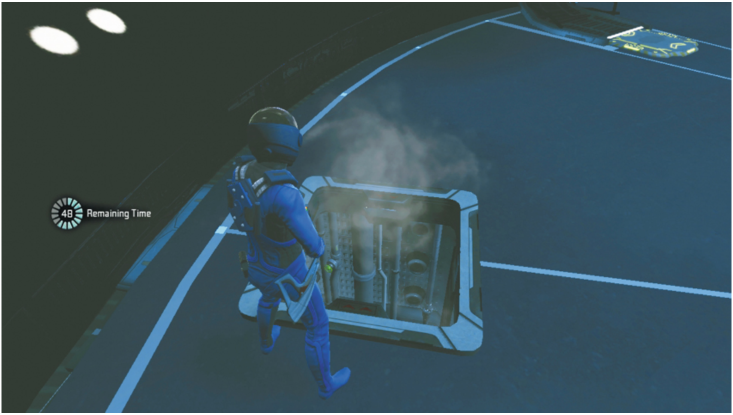
New Objective: Open the discharge port



Before the antenna can be turned into a weapon, you must first open the discharge port. Stay on the floor near the antenna and look up. There are four panels extended from the wall, attached by a steel arm. Scan the steel arm with your tricorder to activate a node. You must activate a total of four nodes, one on each of the steel arms. Once all four nodes are activated, the discharge port is open—it's time to get out of here!

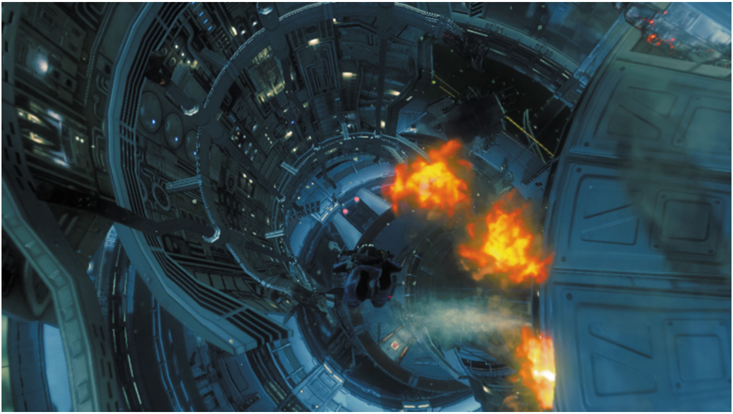
New Objective: Escape from the room before it blows up

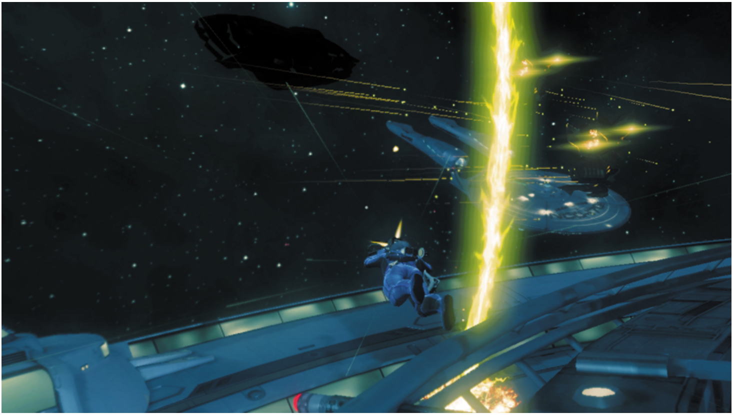




Immediately move up one of the walkways on the perimeter of the room—time your movement carefully to avoid getting struck by one of the orbiting arcs of electricity racing along the outer wall. At this point, a timer appears on the left side of the HUD; you have 80 seconds to escape the antenna chamber. Step onto the transporter pad just ahead, then target the distant pad with your ETT to return to the opposite end of the chamber, where you first entered. Locate the hatch in the floor and descend the ladder. Following your escape, the antenna emits a powerful pulse, destroying one of the Gorn vessels. But the enemy attack isn't over yet. You need to reach the command center and assist T'Mar in repelling the attackers.

New Objective: Survive the rocket jump back to Starbase

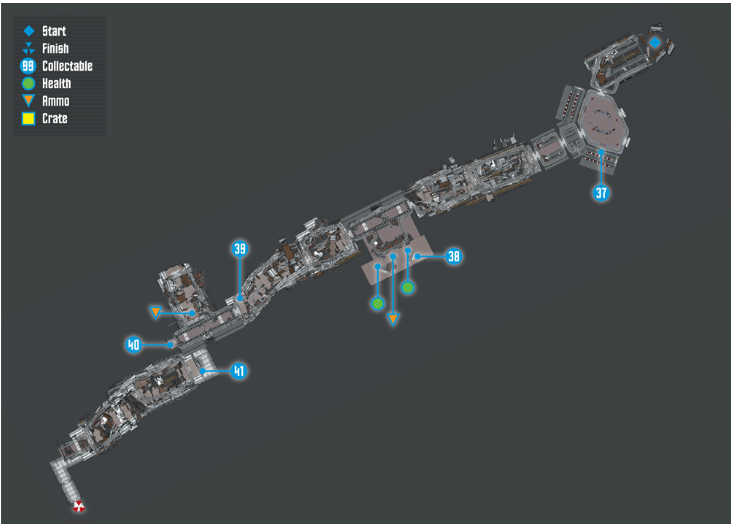




You have successfully escaped the relay antenna. Now, you must guide your character back to the command center during a free-fall sequence, dodging debris and yellow energy beams along the way. Use slight movement inputs to activate thrusters on the back of Kirk's and Spock's environmental suits. Stay focused on the path ahead and make only slight corrections to avoid incoming debris. Along the way, the Enterprise can be seen in the distance—it looks like they received T'Mar's distress signal after all. Kirk orders the Enterprise to join the fight, attacking the remaining Gorn ships. Keep dodging incoming debris until you come to a breach in the hull of the Starbase. You can access the interior through this.

To the Rescue

Living Quarters



Open this map in a new window

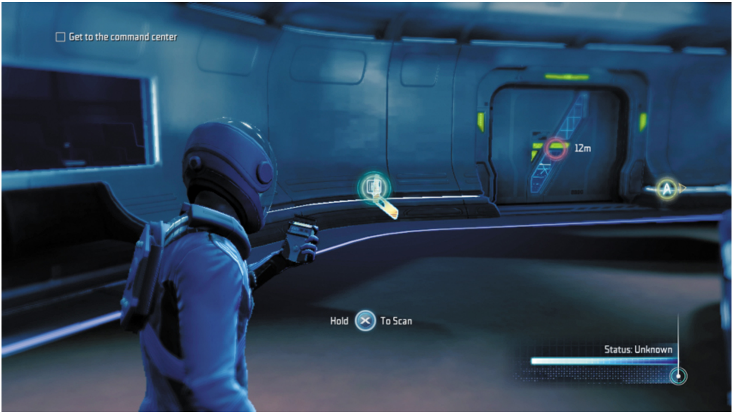
Collectables Checklist

#	Name	Type	XP
37	Daniels's Audio Log #6	Audio Log	50
38	Gorn Weapon Research (1 of 4)	Research Data	100
39	Gorn Weapon Research (4 of 4)	Research Data	100
40	Gorn Weapon Research (3 of 4)	Research Data	100
41	Gorn Weapon Research (2 of 4)	Research Data	100

New Objective: Get to the command center

Although your feet are firmly planted on the Starbase, artificial gravity is offline in this section of the living quarters, as indicated by the floating debris. There's no need for the ETT any longer, so both Kirk and Spock leave these weapons behind. You now are armed with only phasers. Step into the next room, brushing debris aside, and prepare to confront a few Attack Drones. For best results, stun, then hack the drones to gain a few allies during this firefight. But don't neglect cover; use one of the consoles to absorb incoming beams.

37: Daniels's Audio Log #6



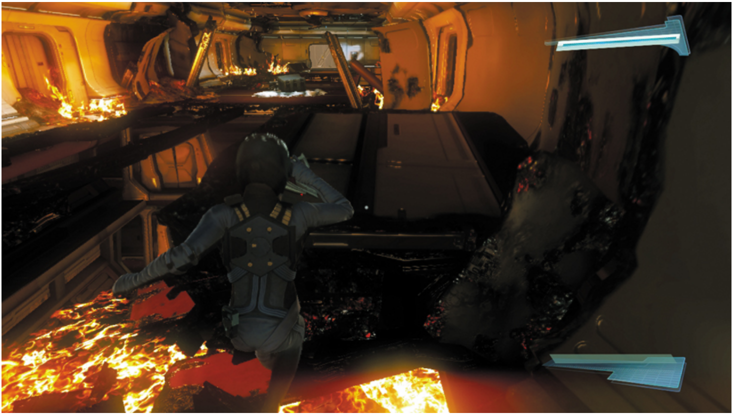
Once all the Attack Drones are eliminated or hacked, scan this room for an audio log that is floating near the exit.

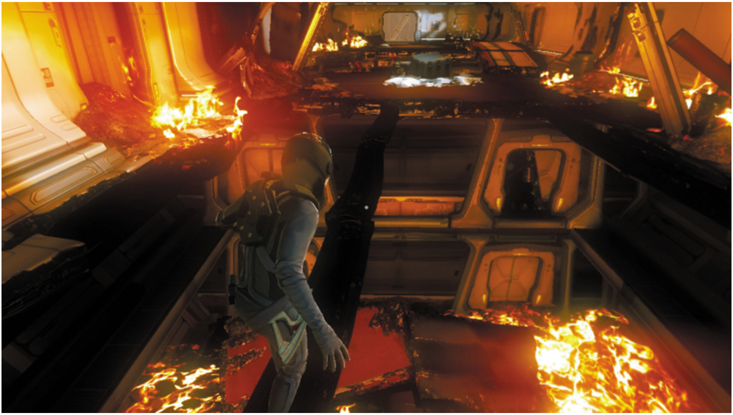
Type: Audio Log

Set: To the Rescue/Logs

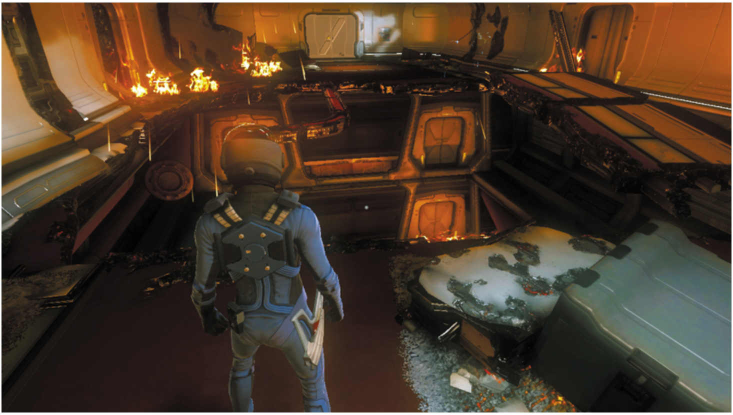
XP: 50

Log Entry: The time has come. I've allowed T'Mar's countless tests to go on long enough. The critical support I've given the Helios Project has given me the leverage I need to take control and start up the machine now. Nothing I can say will make T'Mar understand that her fears are unfounded. Only by putting the machine into action can I prove my case. My team is on-site and monitoring the situation closely. And I am prepared to shut down the device at the first sign of trouble. But I am confident that everything will go according to plan.

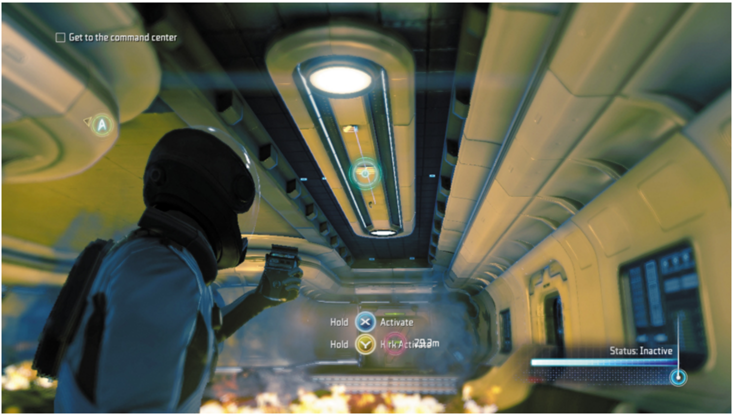




Step into the air lock ahead where gravity is finally restored. Proceed through the next hall and into a large corridor. When you enter, the Starbase is rocked by a massive explosion, causing the floor ahead to collapse and taking a couple of crew members with it. Move to the right side of the room and leap toward the ledge ahead—you'll make the jump easily if you sprint before jumping. Otherwise, you'll grab hold of the ledge and must then pull yourself up. Next, turn to the left and leap over to the next platform. From there you must traverse a narrow beam high above the flaming corridor below. Keep the white dot reticle in the center of the HUD aligned with the beam as you cross to maintain your balance.

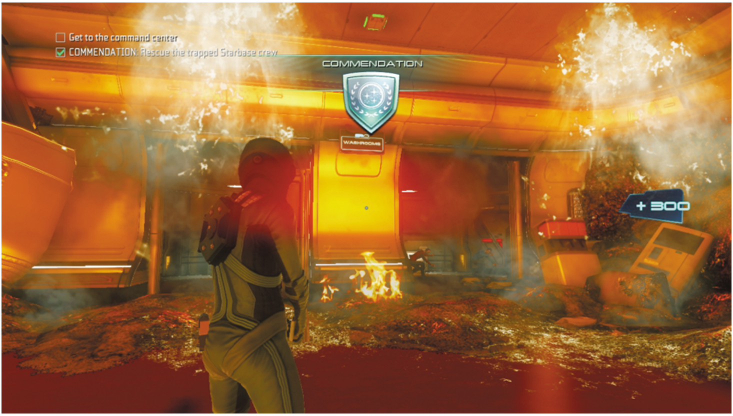


Once across the beam, you must cross another gap in the floor—there are two options here. If you move along the left side, you must traverse another narrow beam. For a faster approach, move to the right side and leap across the gap to a platform. But before making the next jump, time the movements of a dangling electrified wire that is swinging back and forth like a pendulum—striking the wire is fatal, so don't be too hasty to jump. Once on the other side, work together with your partner to pry open the jammed door.



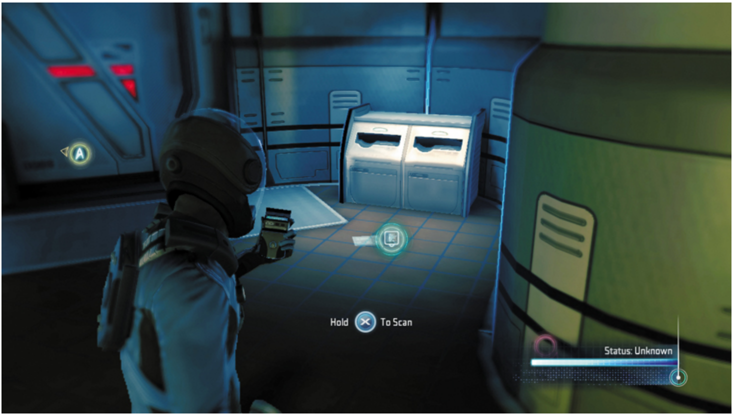
Beyond the jammed door, a low wall of flame blocks your path. Use your tricorder to activate the node in the ceiling, turning on the Starbase's fire suppression system. As you move ahead, a Starbase crew member requests your assistance. Take a quick detour to earn an easy commendation.

Commendation: Rescue the trapped Starbase crew


☐ Get to the command center
☑ COMMENDATION: Rescue the trapped Starbase crew
COMMENDATION
WASHROOMS
+ 300

After extinguishing the fire, turn to the left to locate a washroom where two Starbase crew members are trapped by encroaching flames. Once again, use your tricorder to activate the fire suppression system and earn 300 XP. After rescuing the crew, enter the washroom and grab the Starfleet Phaser Rifle on the floor. There's also an Energy Station and a Med Station inside. Spock advises the two crew members to seek safety and await further orders. Before leaving, scan the collectable on the floor of the washroom.

38: Gorn Weapon Research (1 of 4)



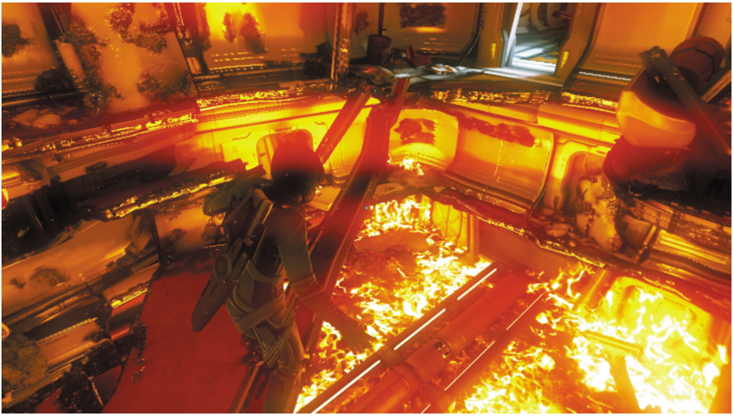
This collectable is located on the floor of the washroom.

Type: Research Data

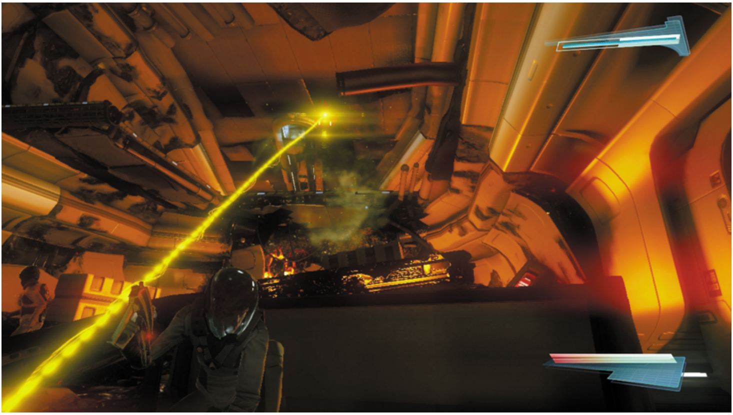
Set: To the Rescue/Gorn Attack

XP: 100

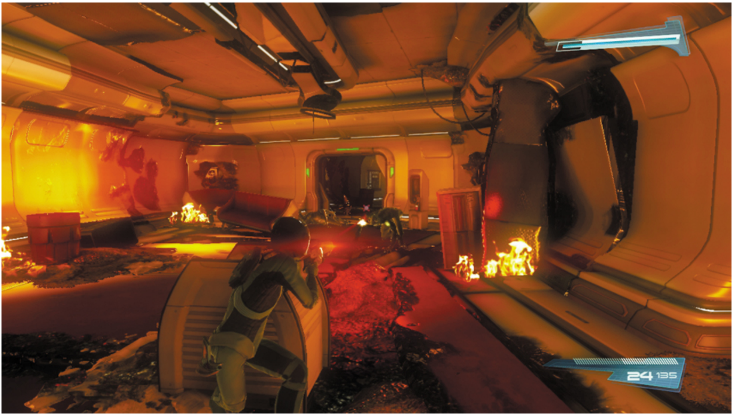
Log Entry: Gorn weaponry is curious indeed. It's as much organic as technological in nature, as if it was grown rather than manufactured. It's difficult to tell where the weapon ends and the user begins.



Exit the washroom and proceed to the next room at the end of the corridor. Here you're faced with another obstacle course. Start by climbing up onto the ledge on the left side of the room. Traverse along the ledge to the left, then pull yourself up to the next floor. From there, move along the narrow beam suspended above the flames. Once again, keep the white dot reticle aligned with the beam to maintain your balance.

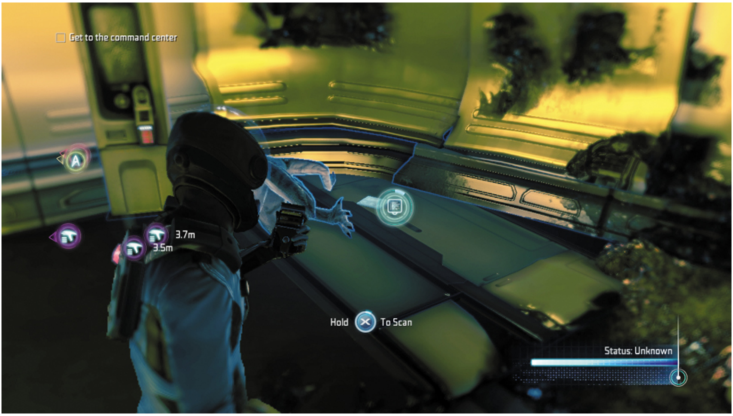


Pass through the next door and drop through a hole in the floor to reach another damaged corridor. Here you come under attack by two more Attack Drones. Take cover behind the rubble and return fire. Stun at least one of the drones and hack it, adding more firepower to your team. Or simply use your kill setting and blast both drones out of the air. Once the drones are down, proceed to the next obstacle at the end of the corridor. Jump up on the crate on the right side, then leap up to a ledge and pull yourself up to the next floor.



Take cover behind the nearby debris as two Gorn Initiates and an Attack Drone rush through the doorway ahead. Use your phaser or Starfleet Phaser Rifle to engage these enemies. Consider stunning and hacking the Attack Drone to cause it to engage the Gorn Initiates. Once you've dealt with these enemies, watch out for another Gorn Initiate that is patrolling the next corridor. Consider grabbing the Plasma Grenades and Ravager carried by the Gorn Initiates. But don't leave this room just yet—there's a collectable next to the doorway.

39: Gorn Weapon Research (4 of 4)



Before exiting the room, look to the right side of the doorway to scan this collectable on the floor.

Type: Research Data

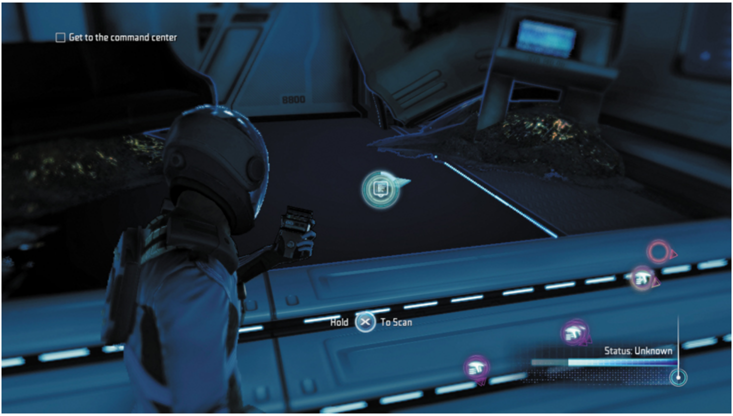
Set: To the Rescue/Gorn Attack

XP: 100

Log Entry: As terrible as these Gorn weapons are, I do want to retrieve samples for study. The question is whether they can get past quarantine. It would be simple enough if they were purely technological. But their biological component means we have to treat them more like organisms than simple weapons.

Duck behind cover in the next corridor and watch out for a Gorn Enforcer patrolling nearby. If the Enforcer doesn't see you enter, he won't attack, which gives you the opportunity to get the jump on him. Quickly peek out of cover and open fire with your Starfleet Phaser Rifle or Ravager. Pummel him with shots until he slumps to the ground. The Enforcer's Marauder can come in handy later, along with his Plasma Grenade.

40: Gorn Weapon Research (3 of 4)



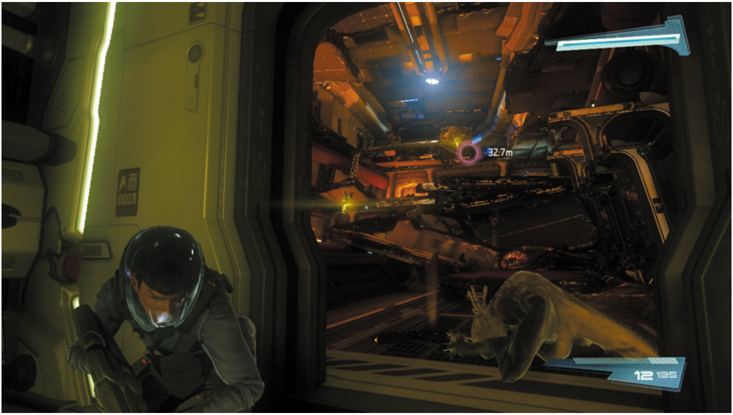
After defeating the Gorn Enforcer, scan this dead-end passage at the T-intersection to find this collectable on the floor.

Type: Research Data

Set: To the Rescue/Gorn Attack

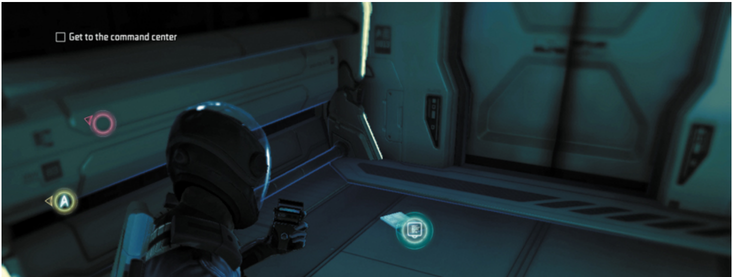
XP: 100

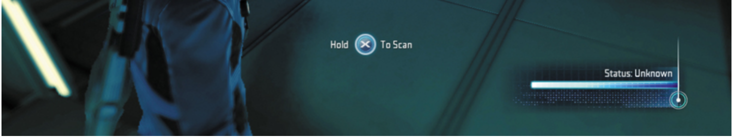
Log Entry: These Gorn weapons are truly fearsome inventions. I have plenty of faith in Starfleet's own armory, but at least we put control measures in place like stun capability and adjustable phaser strengths so we don't simply obliterate everything we see at first glance. The Gorns have no such self-restraint.



Drop through a hole at the end of the corridor and proceed downward through a series of hatches and holes in the floor. You eventually come to a room patrolled by a Gorn Initiate and several Attack Drones. Gun down the Gorn Initiate, then take cover along the side of the doorway to engage the Attack Drones. The Starfleet Phaser Rifle and Ravager make quick work of the drones, so don't worry about stunning and hacking them—just blast them until they explode. Once all the enemies are down, enter the room and turn left, then ascend a ramp into a dead-end corridor containing a collectable.

41: Gorn Weapon Research (2 of 4)





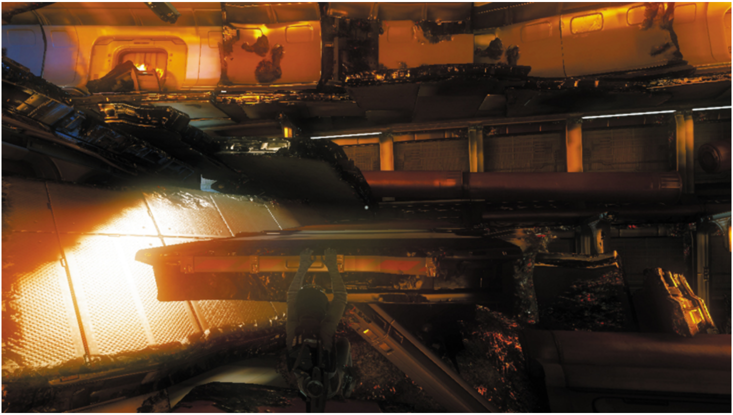
After eliminating the Gorn Initiate and Attack Drones, enter this dead-end corridor by traversing a ramp. The collectable is located on the floor at the end of the corridor.

Type: Research Data

Set: To the Rescue/Gorn Attack

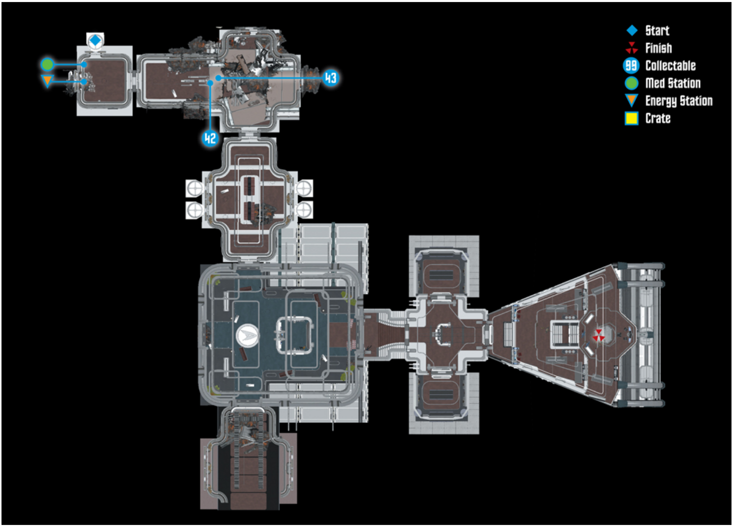
XP: 100

Log Entry: It appears the Gorn weapons can be used by human hands, but I wouldn't recommend spending too much time with them. It they truly are organic in nature, there's no telling what effects using them may have on a human nervous system. Better to stick to Federation-approved armaments, methinks.



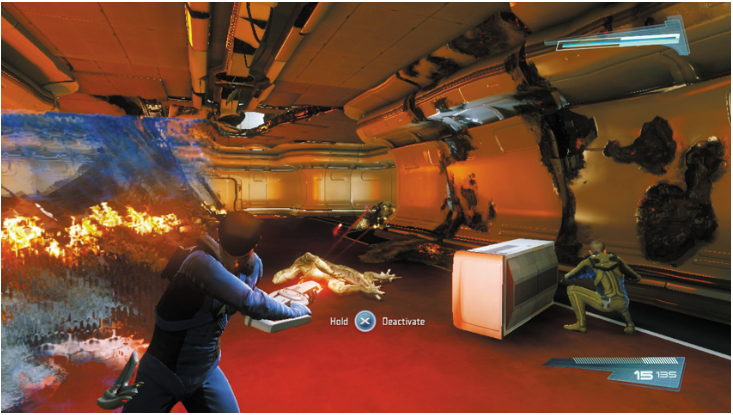
Now for another obstacle course. Start on the left side of the room and jump up to reach a ledge and then pull yourself up onto a platform. Jump and mantle up over the next few ledges to reach a hatch in the ceiling. Along the way, you hear a Starbase crew member requesting assistance. But as you near the stranded crew members, an explosion in the floor causes them to fall to their deaths—there's nothing you can do for them now. So continue downward, into the maintenance tunnel. But when you've taken only a few steps into the tunnel, another explosion rocks the Starbase, resulting in a hull breach. Spock acts quickly, using his tricorder to seal the doorway at the end of the tunnel before he and Kirk are both blown out into space. Pry open the door at the end of the maintenance tunnel and proceed into the Turbolift.

Command Center



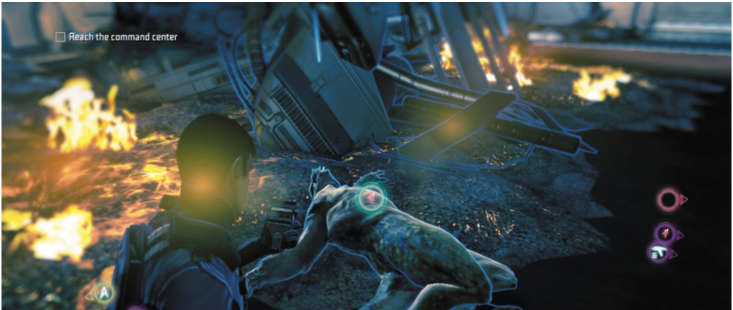
Open this map in a new window

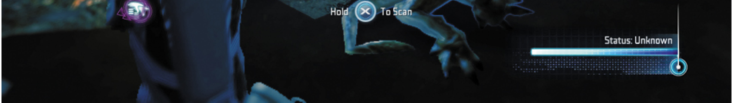
Collectables Checklist			
#	Name	Type	XP
42	Gorn Warrior	Research Data	100
43	Gorn Pillager	Research Data	100



Exit the Turbolift and replenish your ammo from the nearby Energy Station. T'Mar reports that she's under direct attack. She advises caution, warning that the Gorn attack in large numbers. She doesn't know how much longer she can hold them back. Keep your weapon raised as you pass through the next doorway—a Gorn Rusher comes charging right at you. Gun down the Gorn Rusher, then step into the next corridor and take cover while returning fire. Several Gorn Initiates and Gorn Warriors are positioned behind cover. Take aim and make quick work of these enemies while using the weapon of your choice. The Gorn Warriors take a bit more damage than the smaller Gorn Initiates, but it's nothing a Starfleet Phaser Rifle, Ravager, or Marauder can't handle. Just stay behind cover to avoid getting hit by their Pillager weapons.

42: Gorn Warrior





Once the firefight has concluded, scan one of the dead Gorn Warriors.

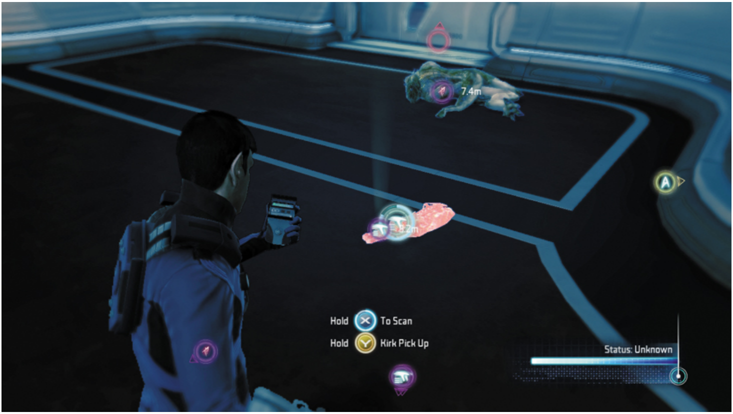
Type: Research Data

Set: Enemies/Gorn Enemies

XP: 100

Log Entry: Slightly bigger brain on this one, and slightly older than the cannon fodder. Musculature more developed, more aggressive demeanor. Not the deadliest of the species, but not to be taken lightly.

43: Gorn Pillager



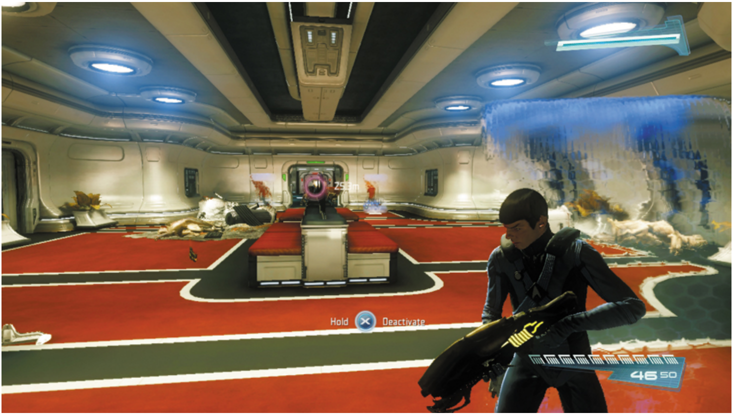
Scan one of the new weapons located next to one of the Gorn Warriors.

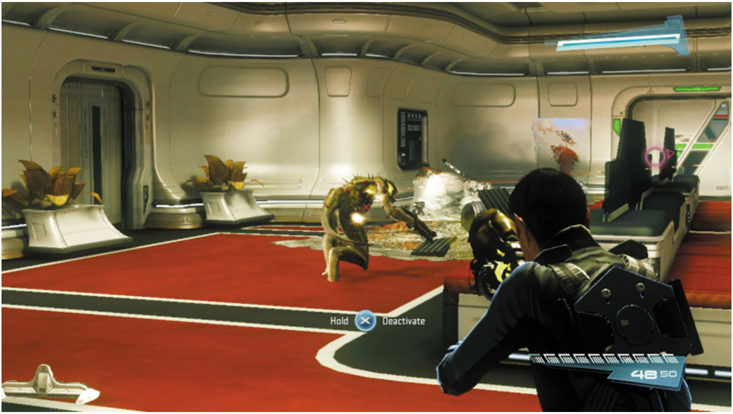
Type: Research Data

Set: Weapons/Gorn Weapons

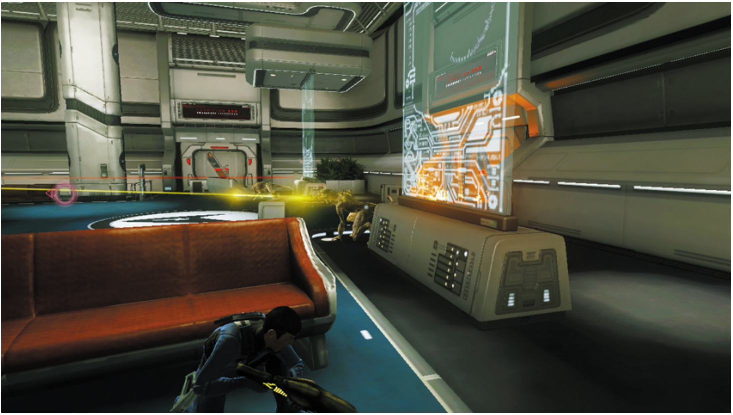
XP: 100

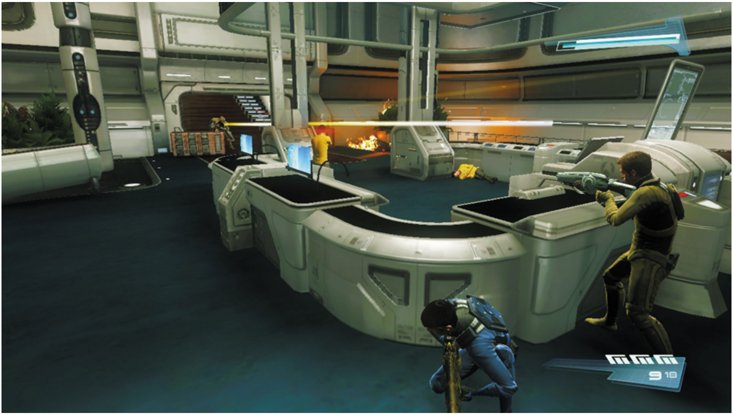
Log Entry: A ballistic weapon stolen from an enslaved race and used by various Gorn Warrior classes. I shudder to think what they would do if they got their hands on Starfleet weapons. So let’s ensure that they don’t.





Enter the Turbolift room and help a few Starbase security officers repel a Gorn attack. Take cover behind one of the force fields and open fire with your chosen weapon. This room is filled with a variety of enemies, including Gorn Initiates, Gorn Rushers and a Gorn Enforcer approaching from the doorway at the opposite end. If you are trying out the new Pillager, the primary fire functions much like the Ravager, firing automatically. But the secondary fire shoots a spread shot, similar to the Marauder. This makes the Pillager effective at multiple ranges. Use the spread shot secondary fire function to drop the Gorn Rushers and Gorn Enforcer as they approach.





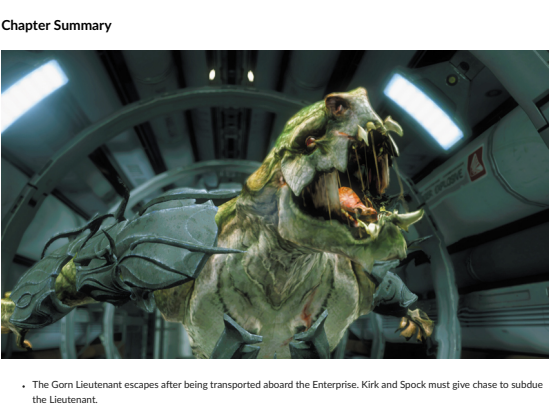
Continue into the main lobby and engage more Gorn enemies here. Take cover near the doorway and flank a few Gorn Initiates before they take notice of your presence. Next, turn your attention to the stairway leading to the security checkpoint. A Gorn Enforcer approaches from this direction, shooting and advancing toward you. Stay behind cover and return fire to drop him before he can fire a grenade from his Marauder. Two more Gorn Warriors stand in your path; they are behind the cover of crates flanking the stairway. If you haven't already, grab a Marauder off one of the dead Enforcers and use its grenades to target the Gorn Warriors. At the very least, the grenades will knock down the Warriors, allowing you to finish them off at close range with the Marauder's shotgun-like primary fire function. Once the security checkpoint is clear, rush up the stairs, through the security checkpoint, and into the command center.

T'Mar is still alive and fighting in the command center. Kirk and Spock join the fight, engaging a variety of Gorn enemies. But suddenly, two Gorn Enforcers and the Gorn Commander transport into the command center directly behind T'Mar. As soon as one of the Enforcers grabs T'Mar, the trio beam back out—the Gorn now have Surok and T'Mar! Just as Scotty is about to beam Kirk and Spock aboard the Enterprise, Spock charges at the Gorn Lieutenant—the same one who stole the Helios Device. As Spock makes contact, the enemy is caught in the transporter beam and transported aboard the Enterprise....

Chapter 6: Volatile Cargo

Volatile Cargo

Chapter Summary



- The Gorn Lieutenant escapes after being transported aboard the Enterprise. Kirk and Spock must give chase to subdue the Lieutenant.

Volatile Cargo Collectables

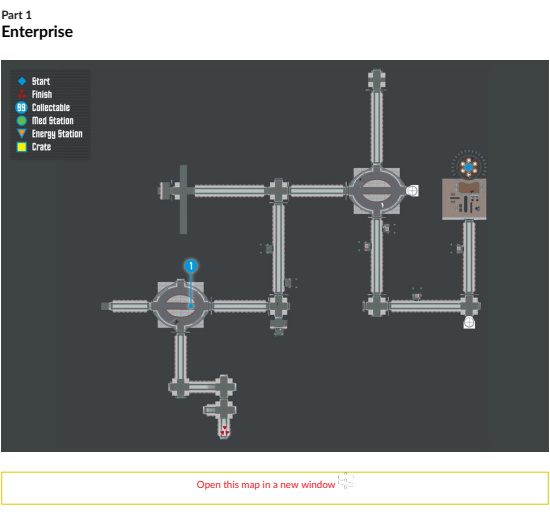
#	Name
1	Bones's Audio Log #1
2	Bones's Audio Log #2
3	Uhura's Audio Log #1
4	Turbolift Repair Kit
5	Uhura's Audio Log #2
6	Quarantine Control Console
7	Uhura's Audio Log #3
8	Bones's Audio Log #3
9	Exploding Drone
10	Tribble (4 of 7)

Achievements/Trophies

Icon	Name	Criteria	Gamerscore	Trophy
	Beat Volatile Cargo and Flashback	Completed the Volatile Cargo and Flashback chapters on any difficulty	20	Bronze

Part 1

Enterprise

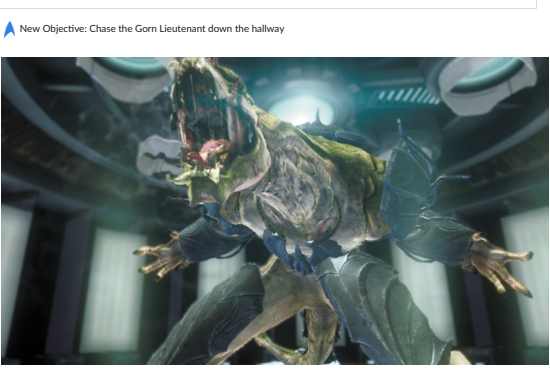


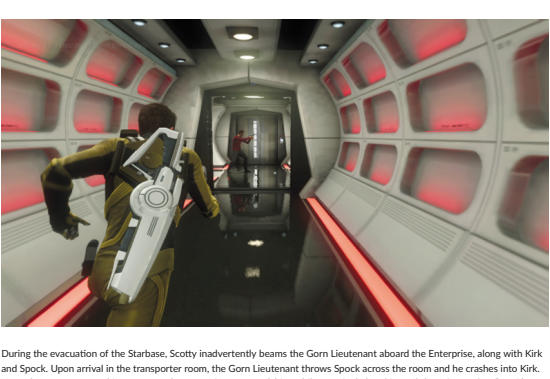
Open this map in a new window

Collectables Checklist

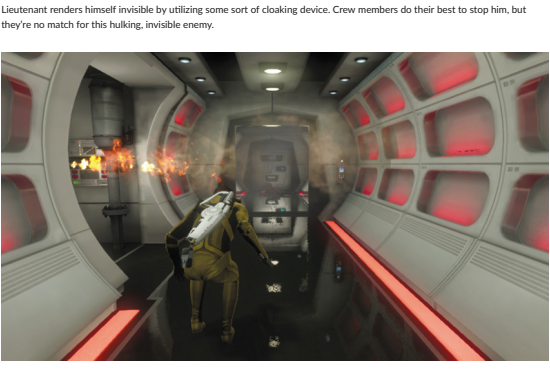
#	Name	Type	XP
1	Bones's Audio Log #1	Audio Log	50

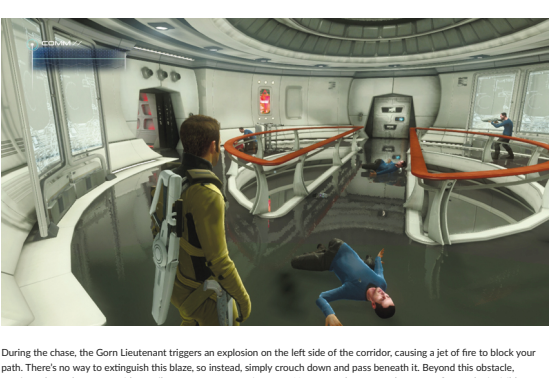
New Objective: Chase the Gorn Lieutenant down the hallway





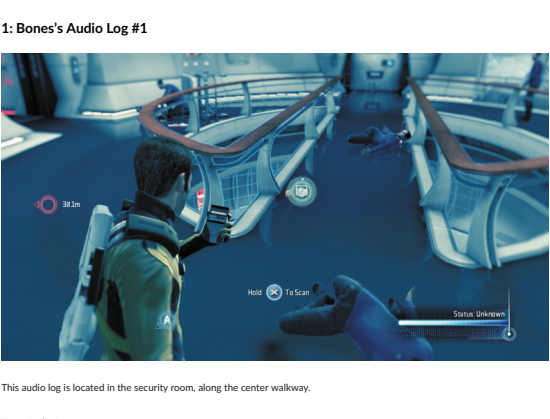
During the evacuation of the Starbase, Scotty inadvertently beams the Gorn Lieutenant aboard the Enterprise, along with Kirk and Spock. Upon arrival in the transporter room, the Gorn Lieutenant throws Spock across the room and he crashes into Kirk. Next, the creature turns his rage toward on an unfortunate redshirt, while seemingly brushing off shots from a Starfleet Phaser Rifle. After slamming the security officer against the bulkhead, the Gorn Lieutenant rushes down the adjoining hall. Chase after him! Race out of the Transporter Room and pursue the enemy. Along the way, Kirk orders Uhura to lock down all doors on this level. During this sequence there is only one path to follow. So simply sprint after the fleeing enemy. Before long the Gorn Lieutenant renders himself invisible by utilizing some sort of cloaking device. Crew members do their best to stop him, but they're no match for this hulking, invisible enemy.





During the chase, the Gorn Lieutenant triggers an explosion on the left side of the corridor, causing a jet of fire to block your path. There's no way to extinguish this blaze, so instead, simply crouch down and pass beneath it. Beyond this obstacle, continue down the next corridor until you come to a security room. Here several crew members open fire on the invisible enemy, but are unable to stop him. Uhura warns that the creature is heading directly for the Officers' Quarters. Spock warns that they must prevent the enemy from coming in direct contact with the crew. Kirk orders Uhura to trap the Lieutenant in the Officers' Quarters by shutting down all exit points. Before leaving this security room, scan the floor for an audio log.

1: Bones's Audio Log #1



This audio log is located in the security room, along the center walkway.

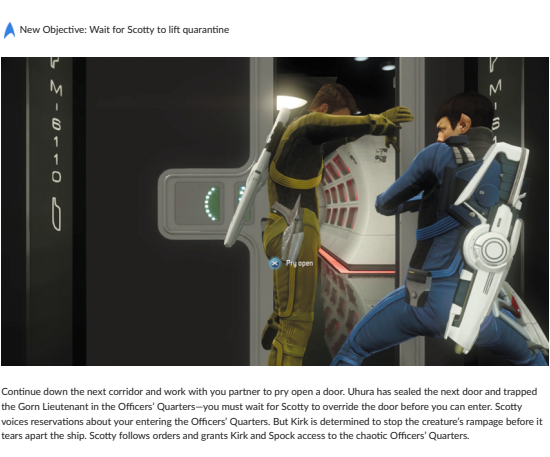
Type: Audio Log

Set: Volatile Cargo Part 1/Logs

XP: 50

Log Entry: Chief Medical Officer's log, supplemental. I should've been a farmer, stayed in Mississippi, and bought a nice plot of land. Spent my days chasing chickens and sippin' lemonade on the porch. Instead, I'm about as far from Mississippi as you can get, chasing cures to alien diseases we never even knew existed, and drinking stale Romulan ale. Not a porch in sight.

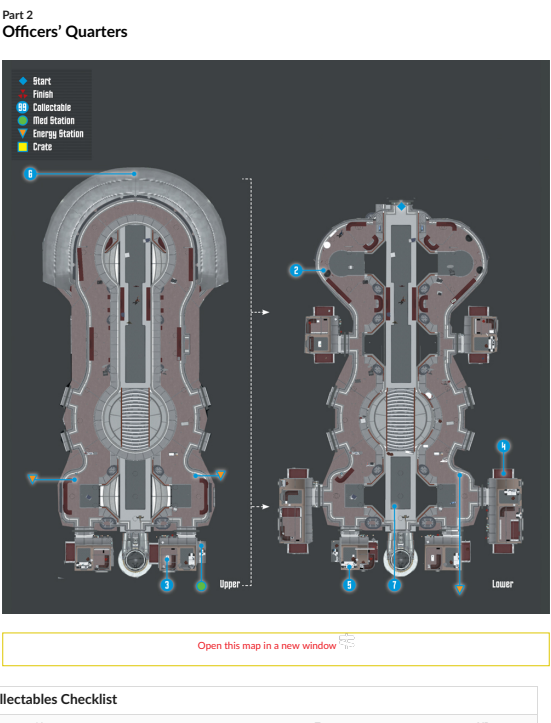
New Objective: Wait for Scotty to lift quarantine



Continue down the next corridor and work with your partner to pry open a door. Uhura has sealed the next door and trapped the Gorn Lieutenant in the Officers' Quarters—you must wait for Scotty to override the door before you can enter. Scotty voices reservations about your entering the Officers' Quarters. But Kirk is determined to stop the creature's rampage before it tears apart the ship. Scotty follows orders and grants Kirk and Spock access to the chaotic Officers' Quarters.

Part 2

Officers' Quarters

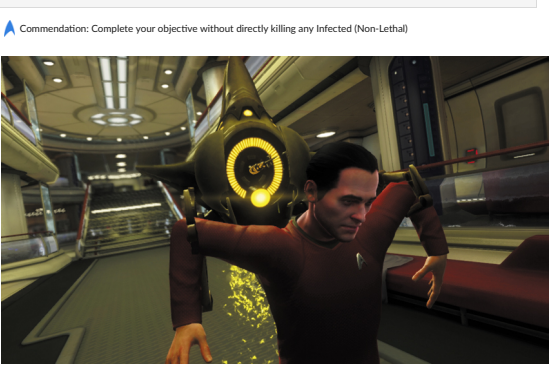


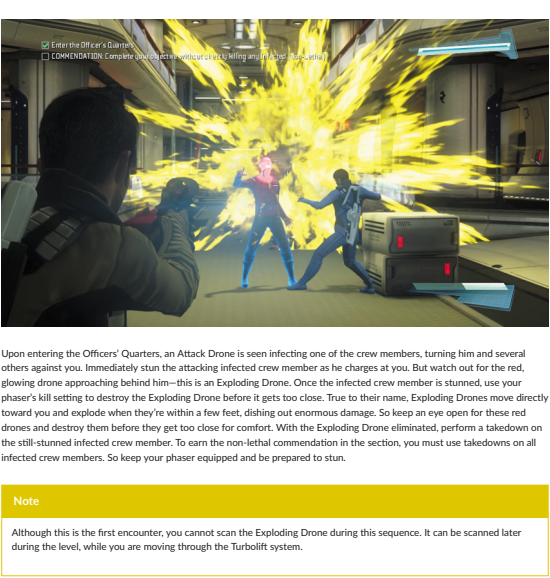
Open this map in a new window

Collectables Checklist

#	Name	Type	XP
2	Bones's Audio Log #2	Audio Log	50
3	Uhura's Audio Log #1	Audio Log	50
4	Turbolift Repair Kit	Research Data	100
5	Uhura's Audio Log #2	Audio Log	50
6	Quarantine Control Console	Research Data	100
7	Uhura's Audio Log #3	Audio Log	50

Commendation: Complete your objective without directly killing any Infected (Non-Lethal)

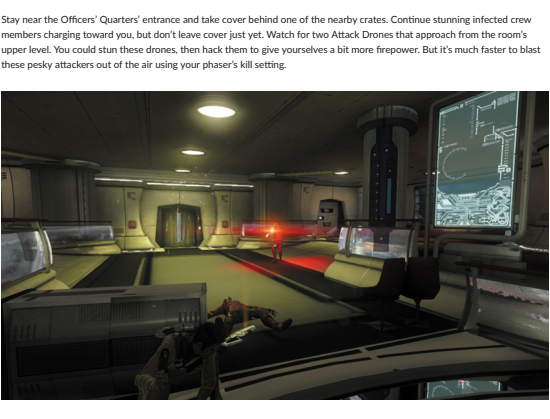




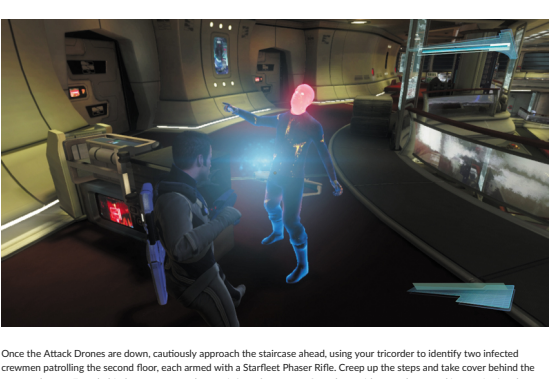
Upon entering the Officers' Quarters, an Attack Drone is seen infecting one of the crew members, turning him and several others against you. Immediately stun the attacking infected crew member as he charges at you. But watch out for the red, glowing drone approaching behind him—this is an Exploding Drone. Once the infected crew member is stunned, use your phaser's kill setting to destroy the Exploding Drone before it gets too close. True to their name, Exploding Drones move directly toward you and explode when they're within a few feet, dishing out enormous damage. So keep an eye open for these red drones and destroy them before they get too close for comfort. With the Exploding Drone eliminated, perform a takedown on the still-stunned infected crew member. To earn the non-lethal commendation in the section, you must use takedowns on all infected crew members. So keep your phaser equipped and be prepared to stun.

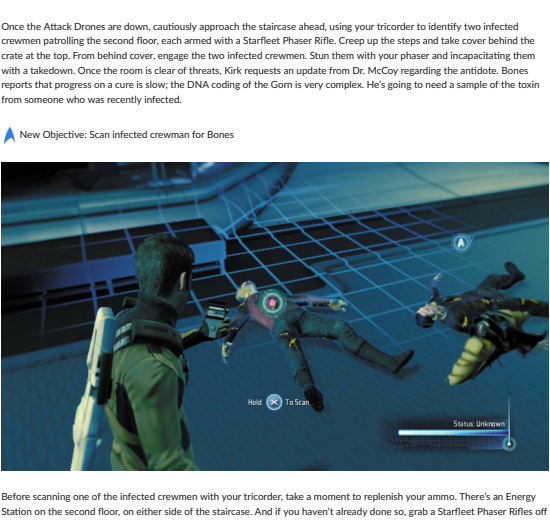
Note

Although this is the first encounter, you cannot scan the Exploding Drone during this sequence. It can be scanned later during the level, while you are moving through the Turbolift system.



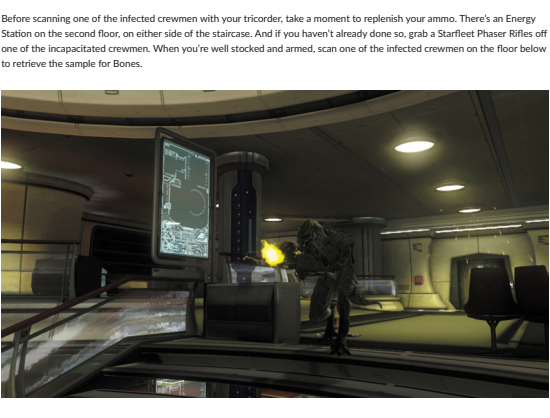
Stay near the Officers' Quarters' entrance and take cover behind one of the nearby crates. Continue stunning infected crew members charging toward you, but don't leave cover just yet. Watch for two Attack Drones that approach from the room's upper level. You could stun these drones, then hack them to give yourselves a bit more firepower. But it's much faster to blast these pesky attackers out of the air using your phaser's kill setting.



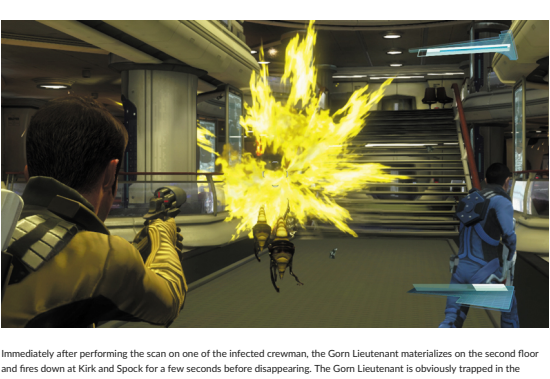


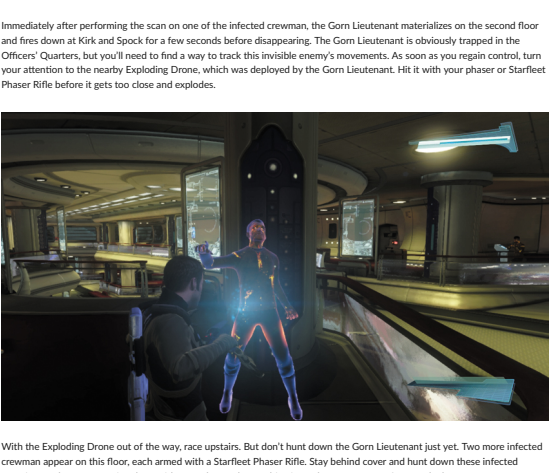
Once the Attack Drones are down, cautiously approach the staircase ahead, using your tricorder to identify two infected crewmen patrolling the second floor, each armed with a Starfleet Phaser Rifle. Creep up the steps and take cover behind the crate at the top. From behind cover, engage the two infected crewmen. Stun them with your phaser and incapacitating them with a takedown. Once the room is clear of threats, Kirk requests an update from Dr. McCoy regarding the antidote. Bones reports that progress on a cure is slow; the DNA coding of the Gorn is very complex. He's going to need a sample of the toxin from someone who was recently infected.

New Objective: Scan infected crewman for Bones

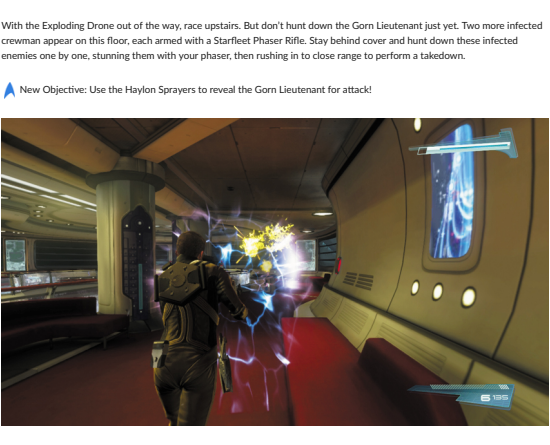


Before scanning one of the infected crewmen with your tricorder, take a moment to replenish your ammo. There's an Energy Station on the second floor, on either side of the staircase. And if you haven't already done so, grab a Starfleet Phaser Rifles off one of the incapacitated crewmen. When you're well stocked and armed, scan one of the infected crewmen on the floor below to retrieve the sample for Bones.



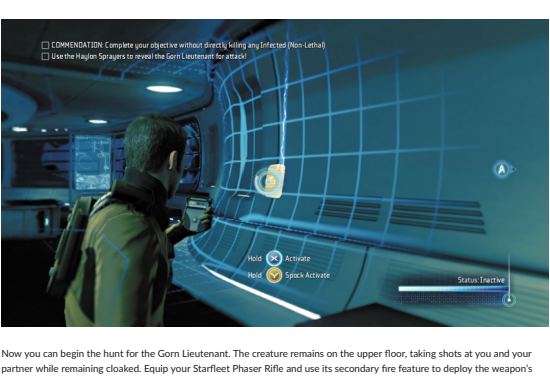


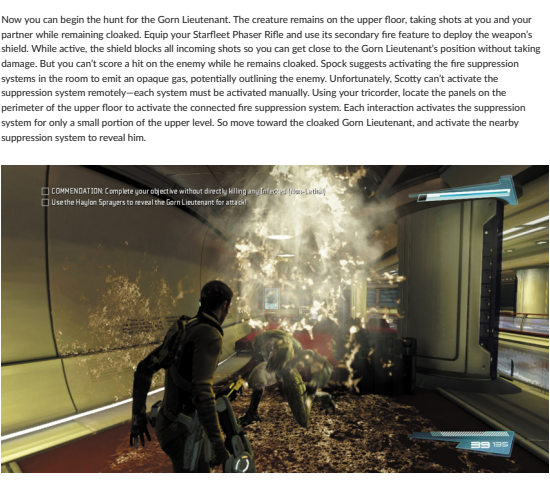
Immediately after performing the scan on one of the infected crewman, the Gorn Lieutenant materializes on the second floor and fires down at Kirk and Spock for a few seconds before disappearing. The Gorn Lieutenant is obviously trapped in the Officers' Quarters, but you'll need to find a way to track this invisible enemy's movements. As soon as you regain control, turn your attention to the nearby Exploding Drone, which was deployed by the Gorn Lieutenant. Hit it with your phaser or Starfleet Phaser Rifle before it gets too close and explodes.



With the Exploding Drone out of the way, race upstairs. But don't hunt down the Gorn Lieutenant just yet. Two more infected crewman appear on this floor, each armed with a Starfleet Phaser Rifle. Stay behind cover and hunt down these infected enemies one by one, stunning them with your phaser, then rushing in to close range to perform a takedown.

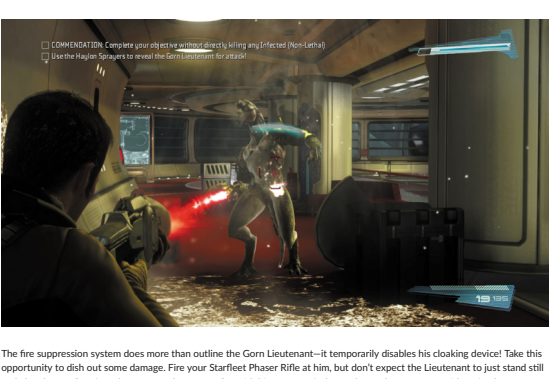
New Objective: Use the Haylon Sprayers to reveal the Gorn Lieutenant for attack!

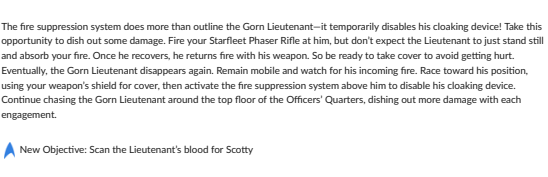




☐ COMMENDATION: Complete your objective without directly killing any Infected (Non-Lethal)
☐ Use the Haylon Sprayers to reveal the Gorn Lieutenant for attack!

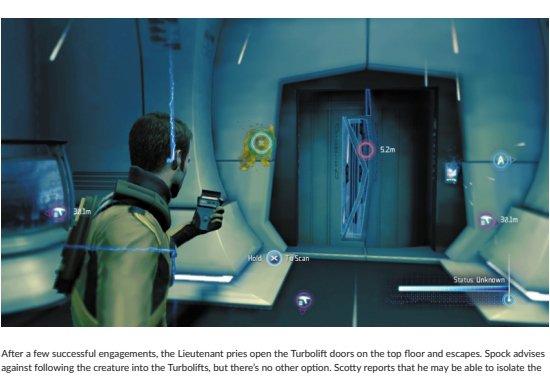
Now you can begin the hunt for the Gorn Lieutenant. The creature remains on the upper floor, taking shots at you and your partner while remaining cloaked. Equip your Starfleet Phaser Rifle and use its secondary fire feature to deploy the weapon's shield. While active, the shield blocks all incoming shots so you can get close to the Gorn Lieutenant's position without taking damage. But you can't score a hit on the enemy while he remains cloaked. Spock suggests activating the fire suppression systems in the room to emit an opaque gas, potentially outlining the enemy. Unfortunately, Scotty can't activate the suppression system remotely—each system must be activated manually. Using your tricorder, locate the panels on the perimeter of the upper floor to activate the connected fire suppression system. Each interaction activates the suppression system for only a small portion of the upper level. So move toward the cloaked Gorn Lieutenant, and activate the nearby suppression system to reveal him.

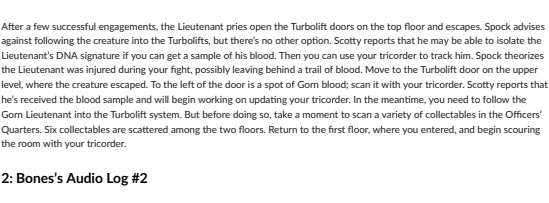




The fire suppression system does more than outline the Gorn Lieutenant—it temporarily disables his cloaking device! Take this opportunity to dish out some damage. Fire your Starfleet Phaser Rifle at him, but don't expect the Lieutenant to just stand still and absorb your fire. Once he recovers, he returns fire with his weapon. So be ready to take cover to avoid getting hurt. Eventually, the Gorn Lieutenant disappears again. Remain mobile and watch for his incoming fire. Race toward his position, using your weapon's shield for cover, then activate the fire suppression system above him to disable his cloaking device. Continue chasing the Gorn Lieutenant around the top floor of the Officers' Quarters, dishing out more damage with each engagement.

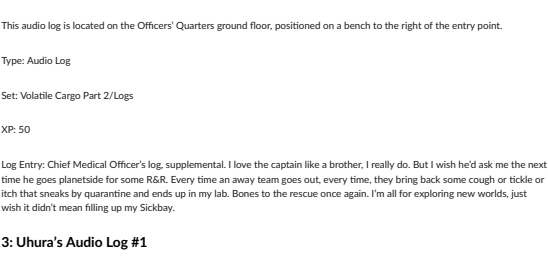
New Objective: Scan the Lieutenant's blood for Scotty





After a few successful engagements, the Lieutenant pries open the Turbolift doors on the top floor and escapes. Spock advises against following the creature into the Turbolifts, but there's no other option. Scotty reports that he may be able to isolate the Lieutenant's DNA signature if you can get a sample of his blood. Then you can use your tricorder to track him. Spock theorizes the Lieutenant was injured during your fight, possibly leaving behind a trail of blood. Move to the Turbolift door on the upper level, where the creature escaped. To the left of the door is a spot of Gorn blood; scan it with your tricorder. Scotty reports that he's received the blood sample and will begin working on updating your tricorder. In the meantime, you need to follow the Gorn Lieutenant into the Turbolift system. But before doing so, take a moment to scan a variety of collectables in the Officers' Quarters. Six collectables are scattered among the two floors. Return to the first floor, where you entered, and begin scouring the room with your tricorder.

2: Bones's Audio Log #2



This audio log is located on the Officers' Quarters ground floor, positioned on a bench to the right of the entry point.

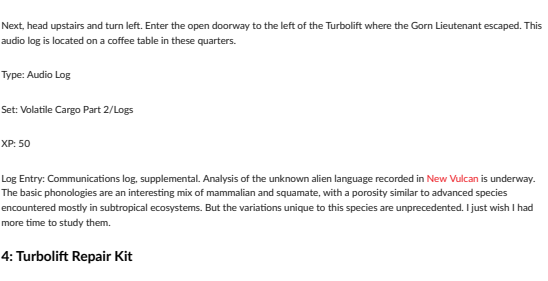
Type: Audio Log

Set: Volatile Cargo Part 2/Logs

XP: 50

Log Entry: Chief Medical Officer's log, supplemental. I love the captain like a brother, I really do. But I wish he'd ask me the next time he goes planetside for some R&R. Every time an away team goes out, every time, they bring back some cough or tickle or itch that sneaks by quarantine and ends up in my lab. Bones to the rescue once again. I'm all for exploring new worlds, just wish it didn't mean filling up my Sickbay.

3: Uhura's Audio Log #1



Next, head upstairs and turn left. Enter the open doorway to the left of the Turbolift where the Gorn Lieutenant escaped. This audio log is located on a coffee table in these quarters.

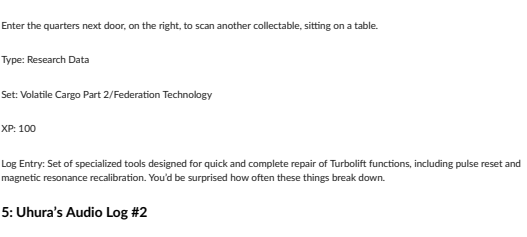
Type: Audio Log

Set: Volatile Cargo Part 2/Logs

XP: 50

Log Entry: Communications log, supplemental. Analysis of the unknown alien language recorded in New Vulcan is underway. The basic phonologies are an interesting mix of mammalian and squamate, with a porosity similar to advanced species encountered mostly in subtropical ecosystems. But the variations unique to this species are unprecedented. I just wish I had more time to study them.

4: Turbolift Repair Kit



Enter the quarters next door, on the right, to scan another collectable, sitting on a table.

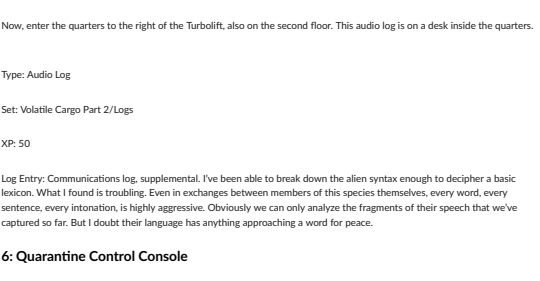
Type: Research Data

Set: Volatile Cargo Part 2/Federation Technology

XP: 100

Log Entry: Set of specialized tools designed for quick and complete repair of Turbolift functions, including pulse reset and magnetic resonance recalibration. You'd be surprised how often these things break down.

5: Uhura's Audio Log #2



Now, enter the quarters to the right of the Turbolift, also on the second floor. This audio log is on a desk inside the quarters.

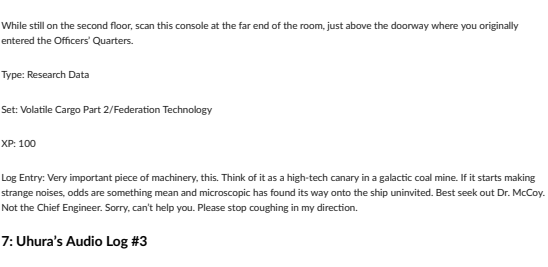
Type: Audio Log

Set: Volatile Cargo Part 2/Logs

XP: 50

Log Entry: Communications log, supplemental. I've been able to break down the alien syntax enough to decipher a basic lexicon. What I found is troubling. Even in exchanges between members of this species themselves, every word, every sentence, every intonation, is highly aggressive. Obviously we can only analyze the fragments of their speech that we've captured so far. But I doubt their language has anything approaching a word for peace.

6: Quarantine Control Console



While still on the second floor, scan this console at the far end of the room, just above the doorway where you originally entered the Officers' Quarters.

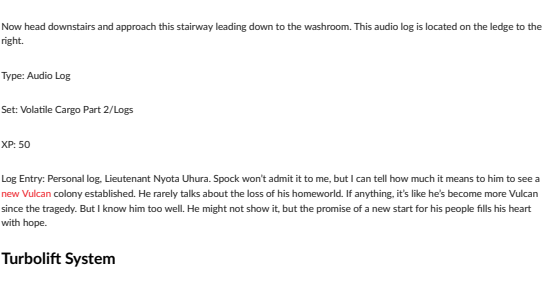
Type: Research Data

Set: Volatile Cargo Part 2/Federation Technology

XP: 100

Log Entry: Very important piece of machinery, this. Think of it as a high-tech canary in a galactic coal mine. If it starts making strange noises, odds are something mean and microscopic has found its way onto the ship uninvited. Best seek out Dr. McCoy. Not the Chief Engineer. Sorry, can't help you. Please stop coughing in my direction.

7: Uhura's Audio Log #3



Now head downstairs and approach this stairway leading down to the washroom. This audio log is located on the ledge to the right.

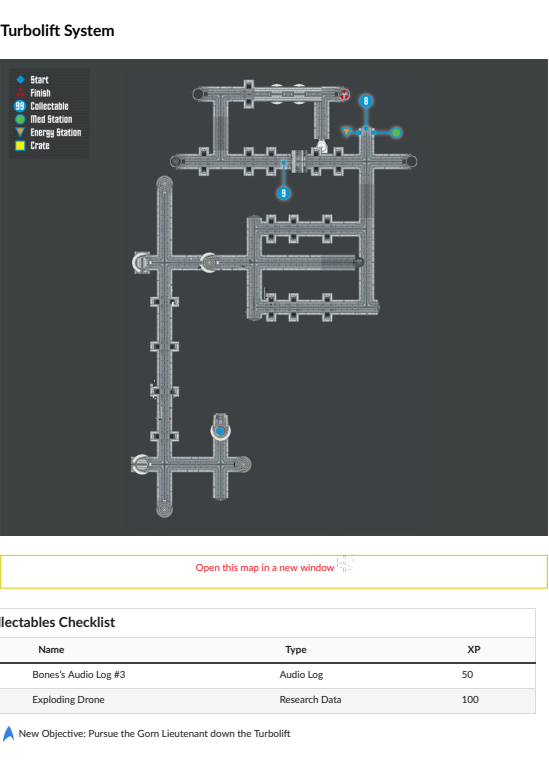
Type: Audio Log

Set: Volatile Cargo Part 2/Logs

XP: 50

Log Entry: Personal log, Lieutenant Nyota Uhura. Spock won't admit it to me, but I can tell how much it means to him to see a new Vulcan colony established. He rarely talks about the loss of his homeworld. If anything, it's like he's become more Vulcan since the tragedy. But I know him too well. He might not show it, but the promise of a new start for his people fills his heart with hope.

Turbolift System

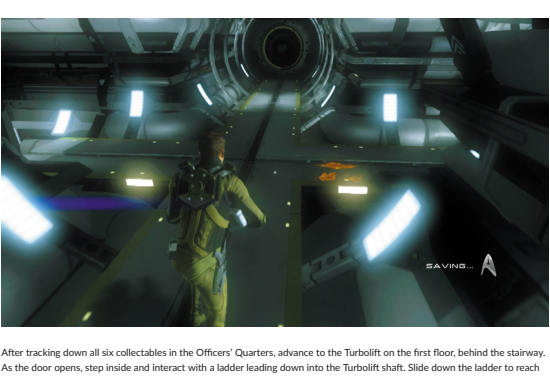


Open this map in a new window

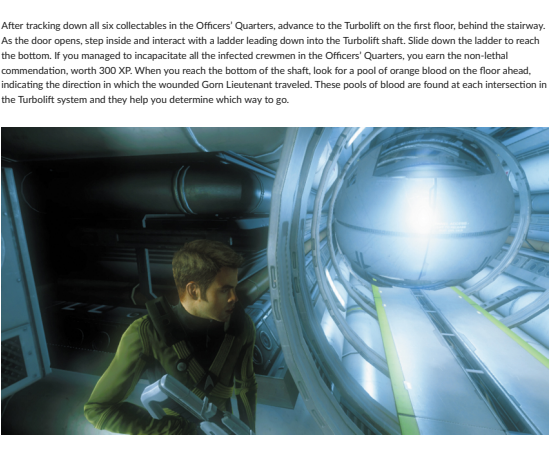
Collectables Checklist

#	Name	Type	XP
8	Bones's Audio Log #3	Audio Log	50
9	Exploding Drone	Research Data	100

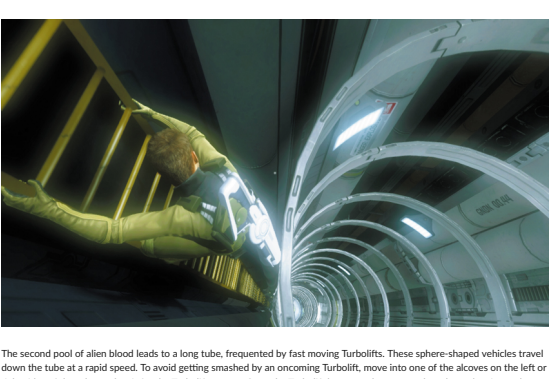
New Objective: Pursue the Gorn Lieutenant down the Turbolift

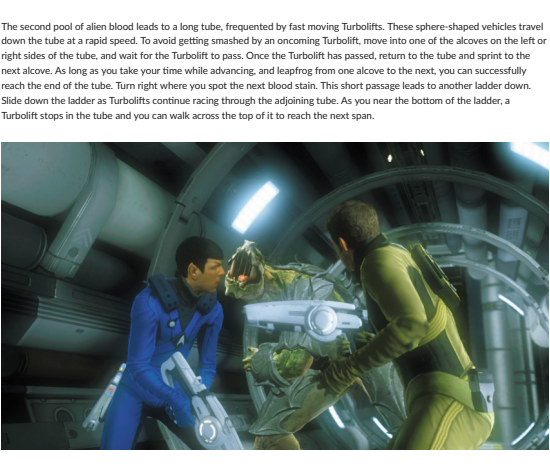


☑ COMMENDATION: Complete your objective without directly killing any Infected (Non-Lethal)

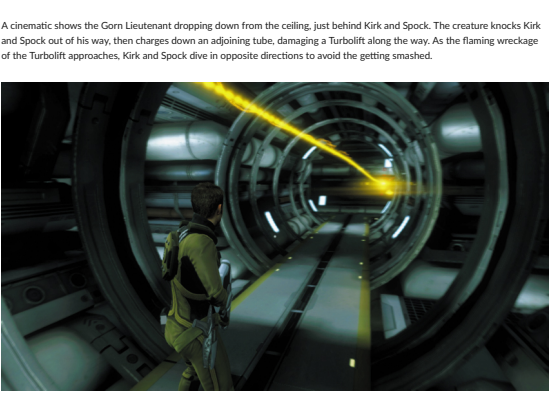


After tracking down all six collectables in the Officers' Quarters, advance to the Turbolift on the first floor, behind the stairway. As the door opens, step inside and interact with a ladder leading down into the Turbolift shaft. Slide down the ladder to reach the bottom. If you managed to incapacitate all the infected crewmen in the Officers' Quarters, you earn the non-lethal commendation, worth 300 XP. When you reach the bottom of the shaft, look for a pool of orange blood on the floor ahead, indicating the direction in which the wounded Gorn Lieutenant traveled. These pools of blood are found at each intersection in the Turbolift system and they help you determine which way to go.

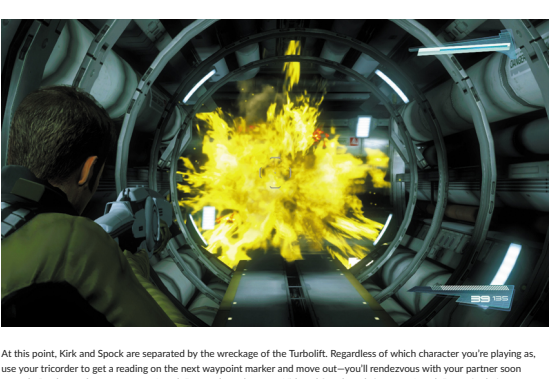


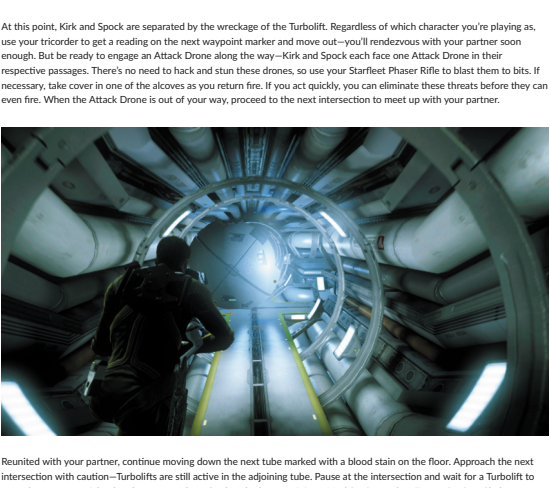


The second pool of alien blood leads to a long tube, frequented by fast moving Turbolifts. These sphere-shaped vehicles travel down the tube at a rapid speed. To avoid getting smashed by an oncoming Turbolift, move into one of the alcoves on the left or right sides of the tube, and wait for the Turbolift to pass. Once the Turbolift has passed, return to the tube and sprint to the next alcove. As long as you take your time while advancing, and leapfrog from one alcove to the next, you can successfully reach the end of the tube. Turn right where you spot the next blood stain. This short passage leads to another ladder down. Slide down the ladder as Turbolifts continue racing through the adjoining tube. As you near the bottom of the ladder, a Turbolift stops in the tube and you can walk across the top of it to reach the next span.

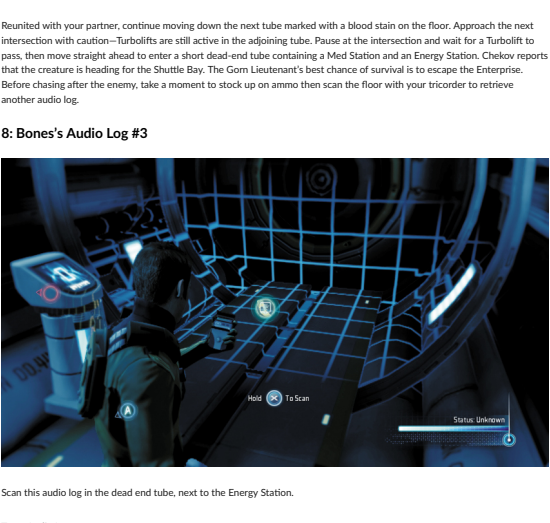


A cinematic shows the Gorn Lieutenant dropping down from the ceiling, just behind Kirk and Spock. The creature knocks Kirk and Spock out of his way, then charges down an adjoining tube, damaging a Turbolift along the way. As the flaming wreckage of the Turbolift approaches, Kirk and Spock dive in opposite directions to avoid the getting smashed.



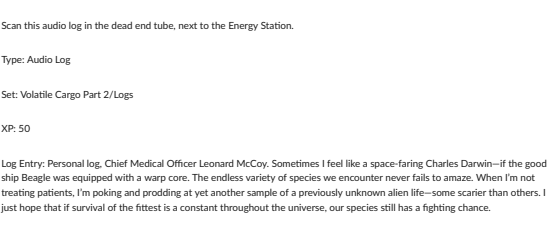


At this point, Kirk and Spock are separated by the wreckage of the Turbolift. Regardless of which character you're playing as, use your tricorder to get a reading on the next waypoint marker and move out—you'll rendezvous with your partner soon enough. But be ready to engage an Attack Drone along the way—Kirk and Spock each face one Attack Drone in their respective passages. There's no need to hack and stun these drones, so use your Starfleet Phaser Rifle to blast them to bits. If necessary, take cover in one of the alcoves as you return fire. If you act quickly, you can eliminate these threats before they can even fire. When the Attack Drone is out of your way, proceed to the next intersection to meet up with your partner.



Reunited with your partner, continue moving down the next tube marked with a blood stain on the floor. Approach the next intersection with caution—Turbolifts are still active in the adjoining tube. Pause at the intersection and wait for a Turbolift to pass, then move straight ahead to enter a short dead-end tube containing a Med Station and an Energy Station. Chekov reports that the creature is heading for the Shuttle Bay. The Gorn Lieutenant's best chance of survival is to escape the Enterprise. Before chasing after the enemy, take a moment to stock up on ammo then scan the floor with your tricorder to retrieve another audio log.

8: Bones's Audio Log #3



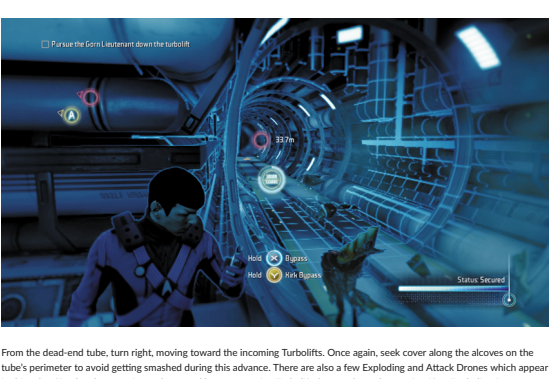
Scan this audio log in the dead end tube, next to the Energy Station.

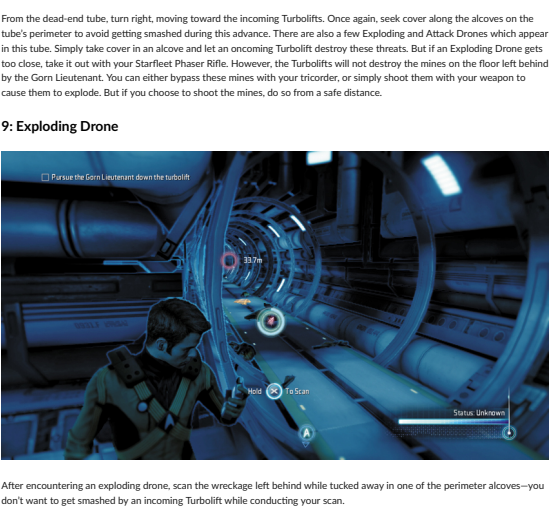
Type: Audio Log

Set: Volatile Cargo Part 2/Logs

XP: 50

Log Entry: Personal log, Chief Medical Officer Leonard McCoy. Sometimes I feel like a space-faring Charles Darwin—if the good ship Beagle was equipped with a warp core. The endless variety of species we encounter never fails to amaze. When I'm not treating patients, I'm poking and prodding at yet another sample of a previously unknown alien life—some scarier than others. I just hope that if survival of the fittest is a constant throughout the universe, our species still has a fighting chance.

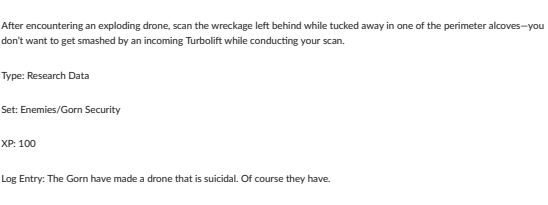




☐ Pursue the Gorn Lieutenant down the turbolift

From the dead-end tube, turn right, moving toward the incoming Turbolifts. Once again, seek cover along the alcoves on the tube's perimeter to avoid getting smashed during this advance. There are also a few Exploding and Attack Drones which appear in this tube. Simply take cover in an alcove and let an oncoming Turbolift destroy these threats. But if an Exploding Drone gets too close, take it out with your Starfleet Phaser Rifle. However, the Turbolifts will not destroy the mines on the floor left behind by the Gorn Lieutenant. You can either bypass these mines with your tricorder, or simply shoot them with your weapon to cause them to explode. But if you choose to shoot the mines, do so from a safe distance.

9: Exploding Drone



☐ Pursue the Gorn Lieutenant down the turbolift

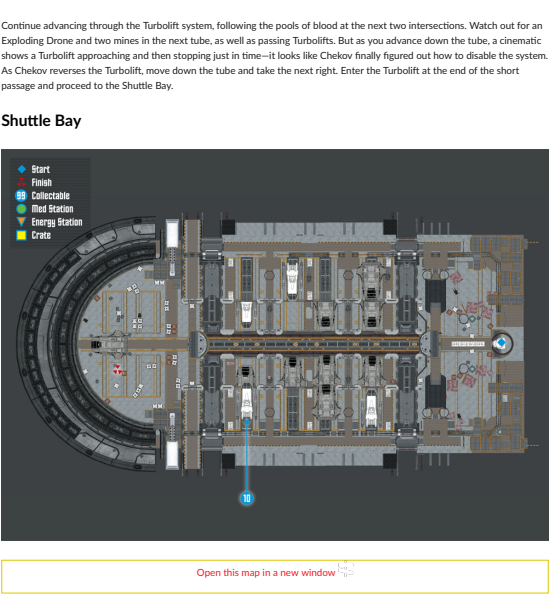
After encountering an exploding drone, scan the wreckage left behind while tucked away in one of the perimeter alcoves—you don't want to get smashed by an incoming Turbolift while conducting your scan.

Type: Research Data

Set: Enemies/Gorn Security

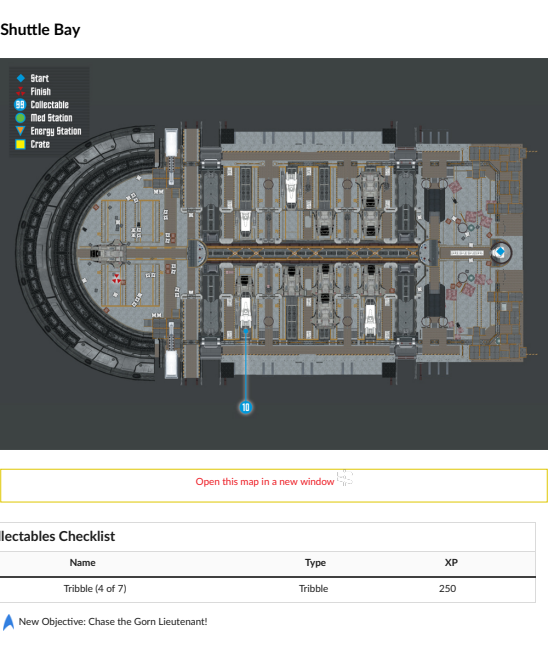
XP: 100

Log Entry: The Gorn have made a drone that is suicidal. Of course they have.



Continue advancing through the Turbolift system, following the pools of blood at the next two intersections. Watch out for an Exploding Drone and two mines in the next tube, as well as passing Turbolifts. But as you advance down the tube, a cinematic shows a Turbolift approaching and then stopping just in time—it looks like Chekov finally figured out how to disable the system. As Chekov reverses the Turbolift, move down the tube and take the next right. Enter the Turbolift at the end of the short passage and proceed to the Shuttle Bay.

Shuttle Bay



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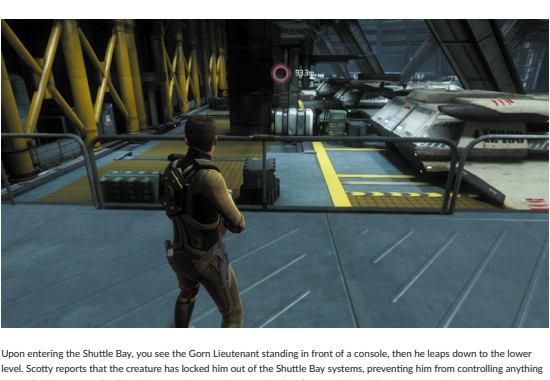
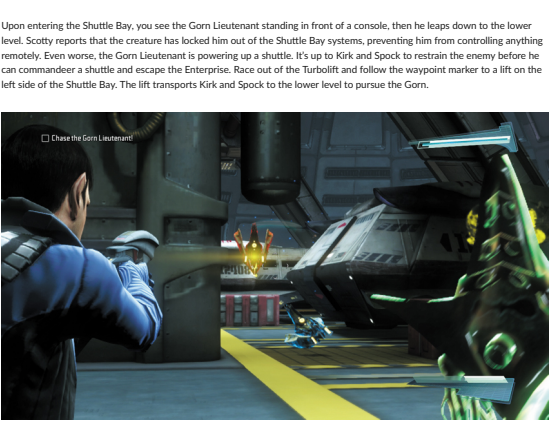
Collectables Checklist

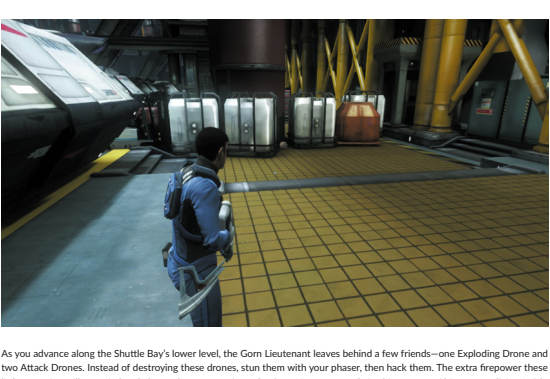
#	Name	Type	XP
10	Tribble (4 of 7)	Tribble	250

New Objective: Chase the Gorn Lieutenant!

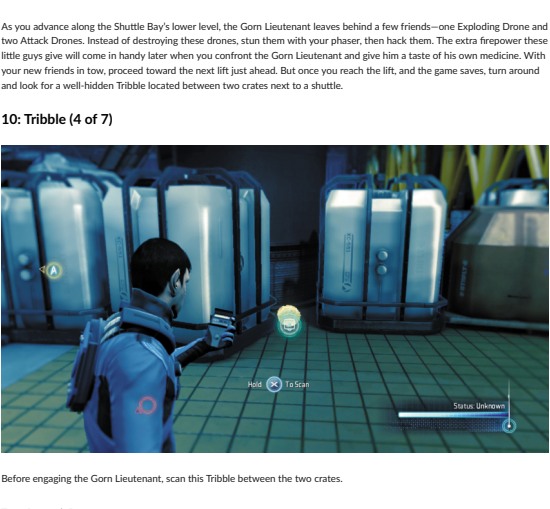




Upon entering the Shuttle Bay, you see the Gorn Lieutenant standing in front of a console, then he leaps down to the lower level. Scotty reports that the creature has locked him out of the Shuttle Bay systems, preventing him from controlling anything remotely. Even worse, the Gorn Lieutenant is powering up a shuttle. It's up to Kirk and Spock to restrain the enemy before he can commandeer a shuttle and escape the Enterprise. Race out of the Turbolift and follow the waypoint marker to a lift on the left side of the Shuttle Bay. The lift transports Kirk and Spock to the lower level to pursue the Gorn.

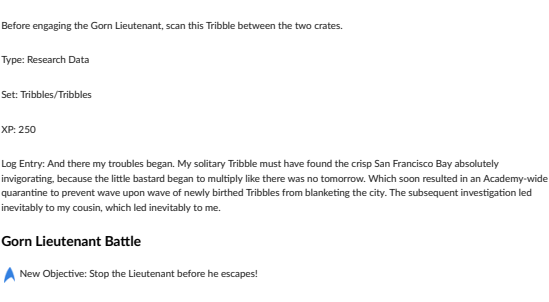


☐ Chase the Gorn Lieutenant



As you advance along the Shuttle Bay's lower level, the Gorn Lieutenant leaves behind a few friends—one Exploding Drone and two Attack Drones. Instead of destroying these drones, stun them with your phaser, then hack them. The extra firepower these little guys give will come in handy later when you confront the Gorn Lieutenant and give him a taste of his own medicine. With your new friends in tow, proceed toward the next lift just ahead. But once you reach the lift, and the game saves, turn around and look for a well-hidden Tribble located between two crates next to a shuttle.

10: Tribble (4 of 7)



Before engaging the Gorn Lieutenant, scan this Tribble between the two crates.

Type: Research Data

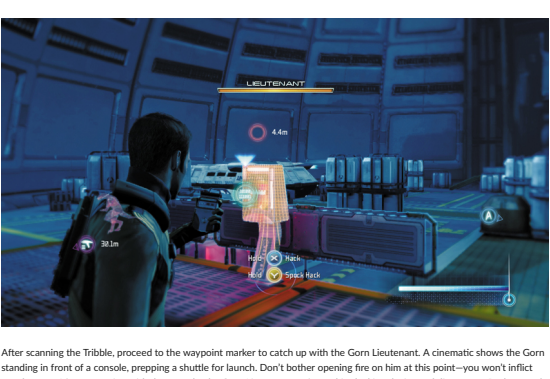
Set: Tribbles/Tribbles

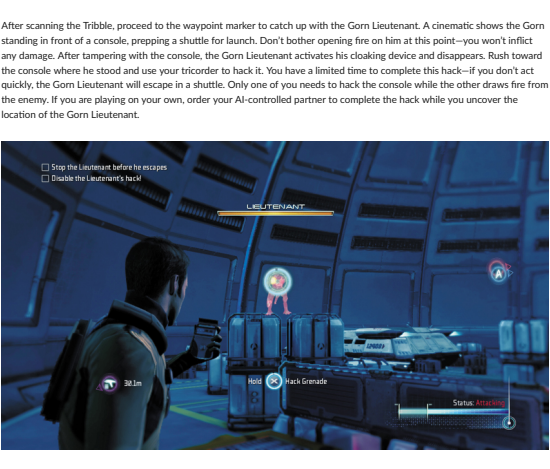
XP: 250

Log Entry: And there my troubles began. My solitary Tribble must have found the crisp San Francisco Bay absolutely invigorating, because the little bastard began to multiply like there was no tomorrow. Which soon resulted in an Academy-wide quarantine to prevent wave upon wave of newly birthed Tribbles from blanketing the city. The subsequent investigation led inevitably to my cousin, which led inevitably to me.

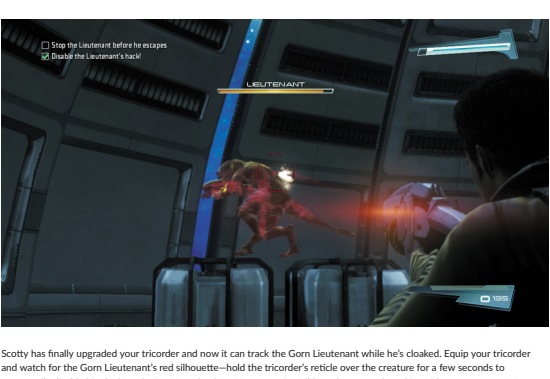
Gorn Lieutenant Battle

New Objective: Stop the Lieutenant before he escapes!

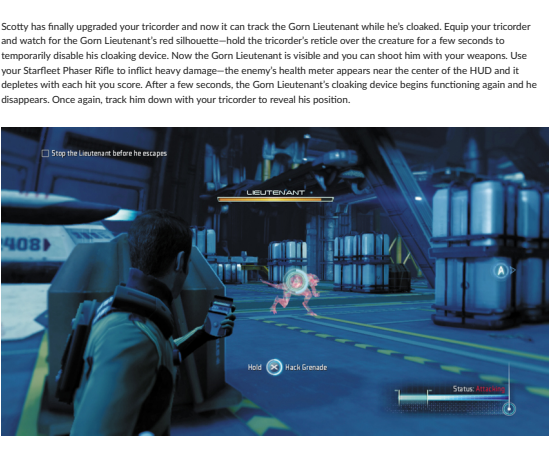




After scanning the Tribble, proceed to the waypoint marker to catch up with the Gorn Lieutenant. A cinematic shows the Gorn Lieutenant standing in front of a console, prepping a shuttle for launch. Don't bother opening fire on him at this point—you won't inflict any damage. After tampering with the console, the Gorn Lieutenant activates his cloaking device and disappears. Rush toward the console where he stood and use your tricorder to hack it. You have a limited time to complete this hack—if you don't act quickly, the Gorn Lieutenant will escape in a shuttle. Only one of you needs to hack the console while the other draws fire from the enemy. If you are playing on your own, order your AI-controlled partner to complete the hack while you uncover the location of the Gorn Lieutenant.

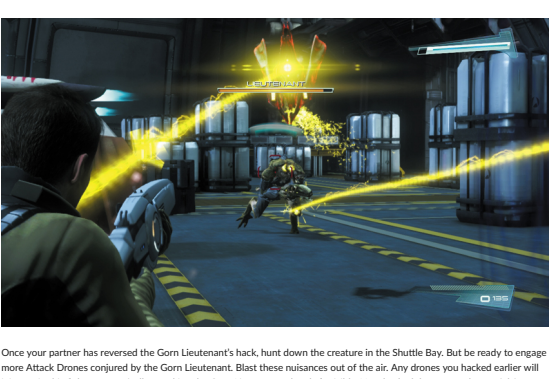


☐ Stop the Lieutenant before he escapes
☐ Disable the Lieutenant's hack

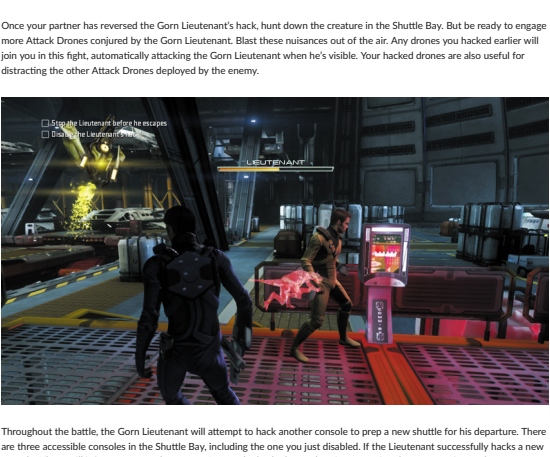


☐ Stop the Lieutenant before he escapes
☑ Disable the Lieutenant's hack

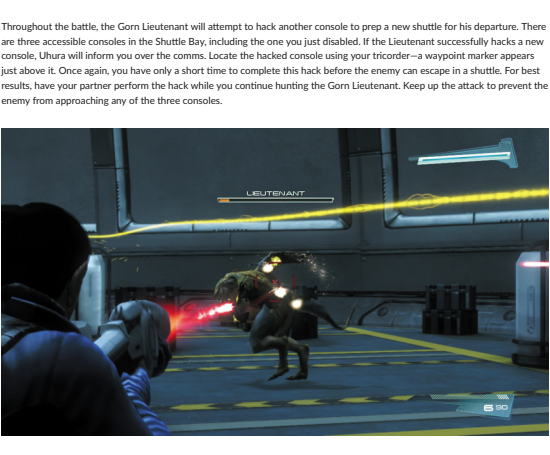
Scotty has finally upgraded your tricorder and now it can track the Gorn Lieutenant while he's cloaked. Equip your tricorder and watch for the Gorn Lieutenant's red silhouette—hold the tricorder's reticle over the creature for a few seconds to temporarily disable his cloaking device. Now the Gorn Lieutenant is visible and you can shoot him with your weapons. Use your Starfleet Phaser Rifle to inflict heavy damage—the enemy's health meter appears near the center of the HUD and it depletes with each hit you score. After a few seconds, the Gorn Lieutenant's cloaking device begins functioning again and he disappears. Once again, track him down with your tricorder to reveal his position.



☐ Stop the Lieutenant before he escapes



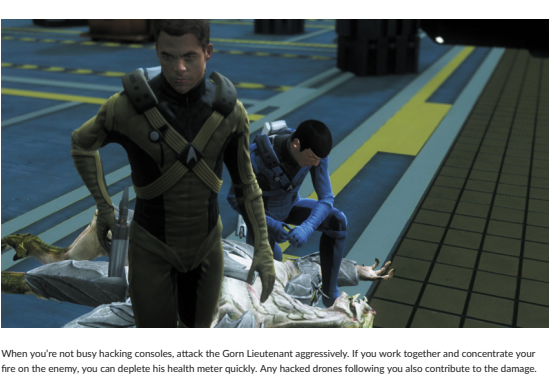
Once your partner has reversed the Gorn Lieutenant's hack, hunt down the creature in the Shuttle Bay. But be ready to engage more Attack Drones conjured by the Gorn Lieutenant. Blast these nuisances out of the air. Any drones you hacked earlier will join you in this fight, automatically attacking the Gorn Lieutenant when he's visible. Your hacked drones are also useful for distracting the other Attack Drones deployed by the enemy.



☐ Stop the Lieutenant before he escapes
☐ Disable the Lieutenant's hack

Throughout the battle, the Gorn Lieutenant will attempt to hack another console to prep a new shuttle for his departure. There are three accessible consoles in the Shuttle Bay, including the one you just disabled. If the Lieutenant successfully hacks a new console, Uhura will inform you over the comms. Locate the hacked console using your tricorder—a waypoint marker appears just above it. Once again, you have only a short time to complete this hack before the enemy can escape in a shuttle. For best results, have your partner perform the hack while you continue hunting the Gorn Lieutenant. Keep up the attack to prevent the enemy from approaching any of the three consoles.

LIEUTENANT



When you're not busy hacking consoles, attack the Gorn Lieutenant aggressively. If you work together and concentrate your fire on the enemy, you can deplete his health meter quickly. Any hacked drones following you also contribute to the damage. But even after completely depleting the Lieutenant's health, he isn't dead. Instead, he lies on the floor of the Shuttle Bay, occasionally twitching. Spock is uncertain how long the Gorn officer will remain unconscious, so he suggests a mind-meld. Given Uhura's limited success in deciphering the Gorn language, Spock feels a mind-meld is the best option. Kirk reluctantly agrees, and offers to hold down the Gorn Lieutenant as Spock begins the procedure.

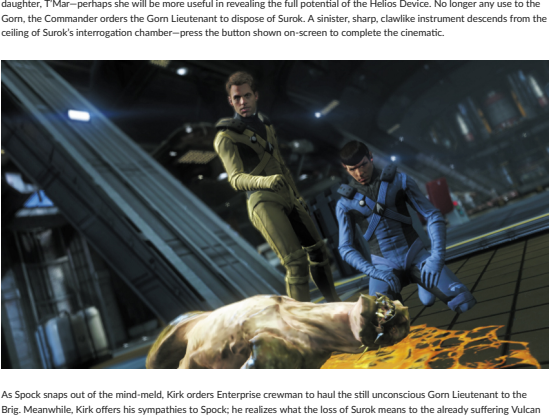
Flashback

As the mind-meld gets underway, a white light is seen in the center of the HUD, within the middle of a tunnel bathed in streaking blue hues. The mind-meld plays out the same way whether you are playing as Kirk or Spock; both characters see the same images. Move forward, through the passage. The white light becomes bigger and bigger, until it fills the entire screen. The accompanying cinematic gives a brief history of the Gorn. They conquered their galaxy, crushing every planet they encountered.

During the second phase of the mind-meld, once again, move forward through the tunnel toward the white light to uncover the next memory. Here, a cinematic shows the Gorn attacking the surface of a distant alien world. They killed all those who resisted and enslaved the rest.

Following the second phase, push forward again into the light to reveal the next memory. Despite their dominance within their own galaxy, the Gorn were contained there… until the rip caused by the Helios Device. The Gorn fearlessly traveled through the rip, looking for more worlds to conquer. Here a cinematic shows a first-person perspective of the Gorn Lieutenant attacking the Vulcan colony, mercilessly gunning down Vulcans in the Great Hall and stealing the Helios Device from Surok's lab.

In the fourth and final phase of the mind-meld, trigger the next cinematic by once again moving forward into the white light. Here Surok is shown being interrogated by the Gorn Lieutenant. Courageously, Surok refuses to tell them anything about the Helios Device. When Surok isn't forthcoming with information, the Gorn Commander orders his Lieutenant to find Surok's daughter, T'Mar—perhaps she will be more useful in revealing the full potential of the Helios Device. No longer any use to the Gorn, the Commander orders the Gorn Lieutenant to dispose of Surok. A sinister, sharp, clawlike instrument descends from the ceiling of Surok's interrogation chamber—press the button shown on-screen to complete the cinematic.



As Spock snaps out of the mind-meld, Kirk orders Enterprise crewman to haul the still unconscious Gorn Lieutenant to the Brig. Meanwhile, Kirk offers his sympathies to Spock; he realizes what the loss of Surok means to the already suffering Vulcan people. But any hint of emotion from Spock is replaced with resolve. Kirk fears that T'Mar will likely suffer the same fate as her father if they don't intervene. Spock agrees—they must travel through the rip, recover the Helios Device, and rescue T'Mar.

Chapter 7: Gorn Planet

Gorn Planet

Chapter Summary

- Kirk and Spock land on the Lymax planet to begin the search for T'Mar.

Gorn Planet Collectables

#	Name
1	Sentinel Statue
2	Golem Statue
3	Grand Chest
4	Companion Statue
5	Gorn Scout
6	Gorn Striker
7	The Lymax (1 of 3)

8	Security Camera
9	Defense Drone
10	The Lymax (3 of 3)
11	The Lymax (2 of 3)
12	Glowflower
13	Water Cabbage
14	Stalactites
15	Gorpion
16	Dog
17	Crystal Formation
18	Arc Driver
19	Instruments of Science? (1 of 3)
20	Instruments of Science? (3 of 3)
21	Instruments of Science? (2 of 3)
22	Tribble (5 of 7)
23	Daniels's Audio Log #7
24	Gorn Guardian
25	Instruments of Pain (1 of 2)
26	Crew Member's Audio Log
27	Daniels's Audio Log #8
28	Instruments of Pain (2 of 2)

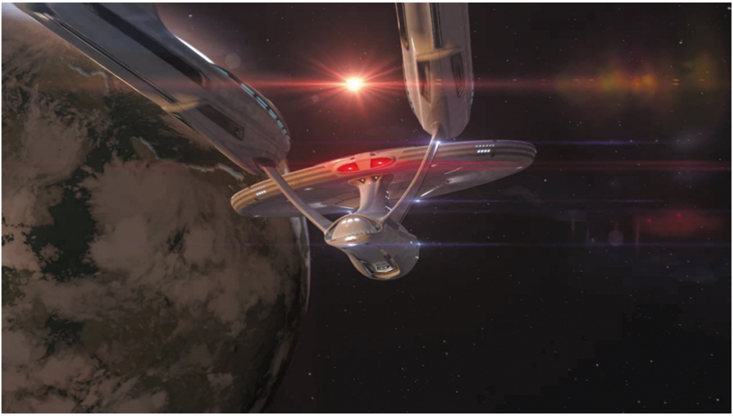
Achievements/Trophies

Icon	Name	Criteria	Gamerscore	Trophy
	Striker Master (Start)	Kill 20 enemies with the Striker	10	Bronze
	Arc Driver Master (Start)	Kill 50 enemies with the Arc Driver	10	Bronze
	Arena	As Kirk, get a Gorn enemy to melee you	10	Bronze
	Are You Not Entertained?	Win the brawl against your buddy in "The Trials" chapter	20	Bronze
	Get to the Shuttle!	After the brawl, escape in less than six minutes in "The Trials" chapter	20	Bronze
	Beat Gorn Planet & The Trials	Completed the Gorn Planet and The Trials chapters on any difficulty	20	Bronze

Errand of Mercy

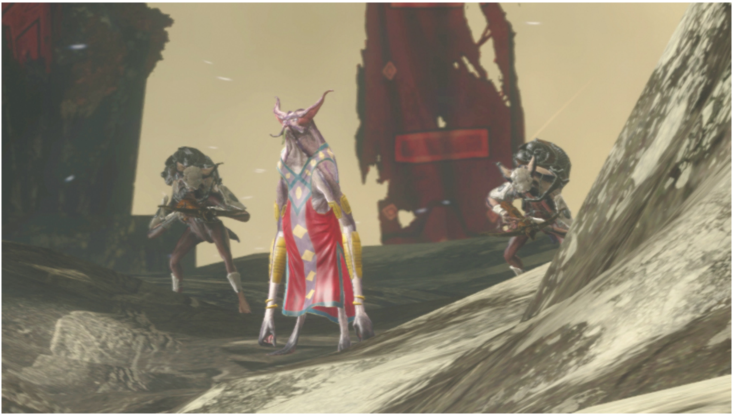
Collectables Checklist

#	Name	Type	XP
1	Sentinel Statue	Research Data	100
2	Golem Statue	Research Data	100
3	Grand Chest	Research Data	100
4	Companion Statue	Research Data	100



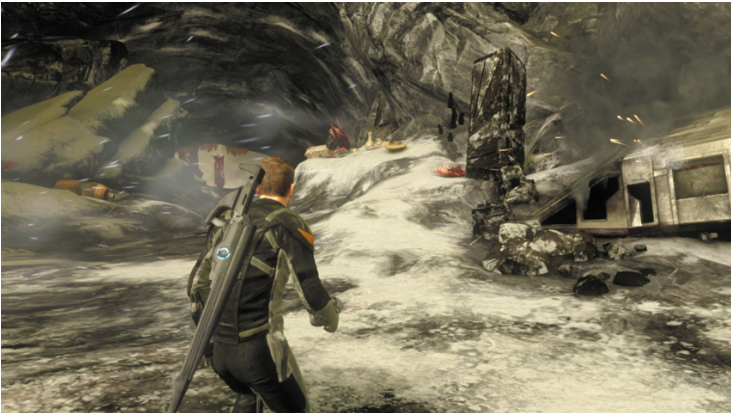
Committed to rescuing T'Mar and recovering the Helios Device, Kirk and the crew of the Enterprise travel through the rip and approach an unknown planet. Spock reports that is appears to be the same planet they saw during the mind-meld of the Gorn Lieutenant. To this point, the Enterprise has remained undetected, using interference from the rip to hide from the Gorn. But

Sulu warns that an approach by a shuttle will likely not go unnoticed. Kirk recruits Spock, Sulu, and Bones for his away team mission, despite protests from Dr. McCoy. Chekov reports that the rip will close in approximately six hours, giving the team a limited time to complete their mission. Kirk orders Chekov to travel back through the rip before it closes, whether the away team is back or not—he doesn't want the Enterprise and its crew to fall into the hands of the Gorn.



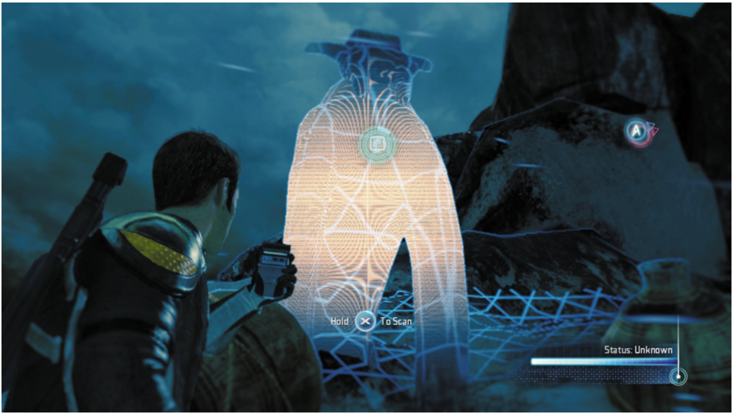
As Sulu feared, the away team's shuttle is spotted by Gorn defenses on the planet's surface. Upon approach, the shuttle is struck by incoming fire that forces Sulu to perform a crash landing on a mountainside. Soon after emerging from the damaged shuttle, the away team realizes they're being watched. Spock reports that the species, known as the Lymax, are different than the Gorn and don't appear to be hostile. Bones adds that their biological makeup appears ill-suited for this type of environment—perhaps they were driven here by the Gorn? Spock suggests lowering their weapons to prevent making a new enemy. As the away team drops their weapons, the Lymax creatures retreat into the mountains.

New Objective: Find a way off the mountain



Before advancing to the next waypoint marker, take a moment to scour the nearby path and cave for collectables. A variety of the Lymax artifacts are scattered about this area, giving you more insight into the creatures you just encountered.

1: Sentinel Statue



Scan this large statue next to the shuttle.

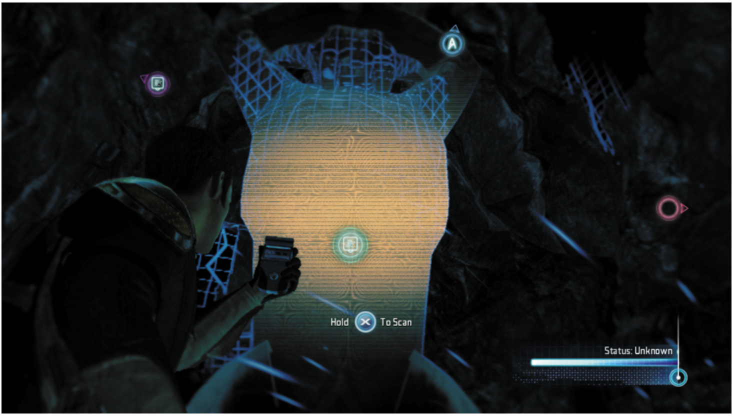
Type: Research Data

Set: Errand of Mercy/Lymax Culture

XP: 100

Log Entry: Always fascinating to see what connects species that have evolved light years apart. Just like primitive Earth cultures, the Lymax have taken to representing themselves—or their Gods, perhaps—through art.

2: Golem Statue



Before approaching the cave, take the path to the left and scan this massive statue with its arms raised above its head.

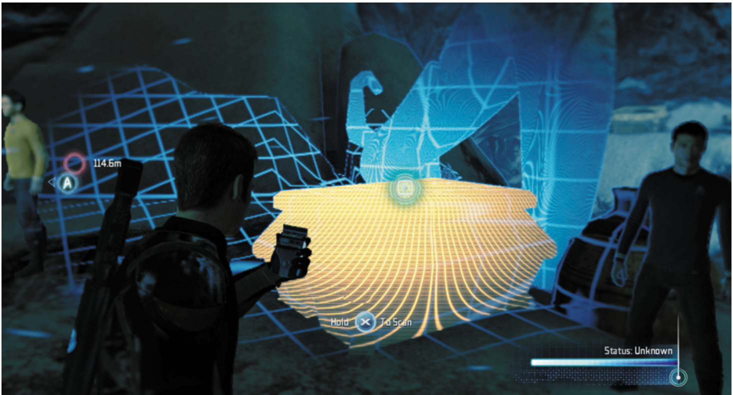
Type: Research Data

Set: Errand of Mercy/Lymax Culture

XP: 100

Log Entry: I quite like this one. Given his size he must be quite an important character in Lymax lore. Let's call him Goliath.

3: Grand Chest



Not far from the Golem Statue, scan this large chest.

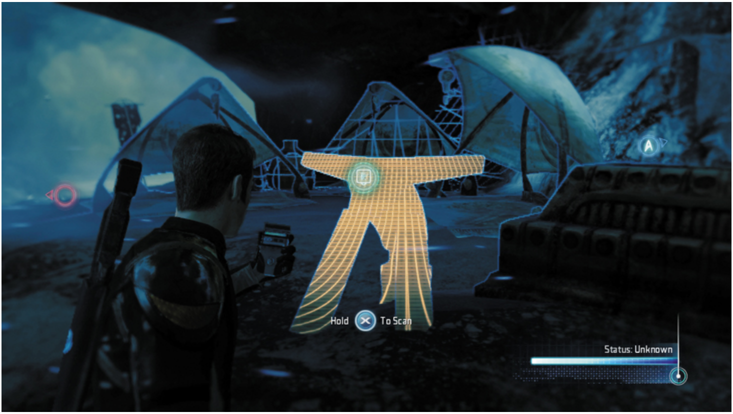
Type: Research Data

Set: Errand of Mercy/Lymax Culture

XP: 100

Log Entry: A treasure chest! No, not really. But when I was a wee lad and used to imagine that space travel involved less benevolent exploration and was instead full of glorious acts of piracy. This chest is most likely some kind of ceremonial or religious artifact.

4: Companion Statue



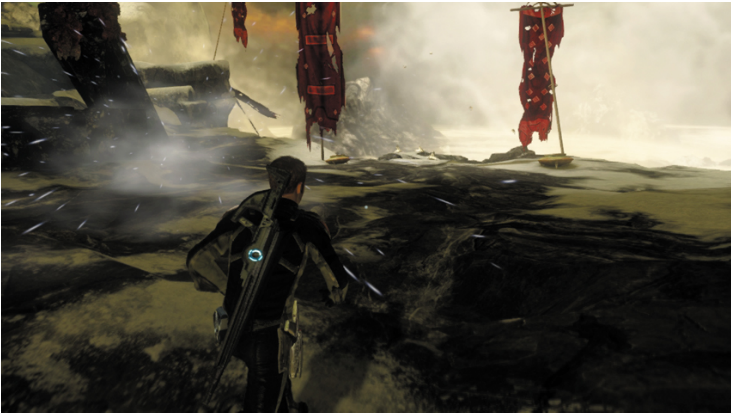
Proceed into the cave and scan this small statue on the right side, within the Lymax encampment.

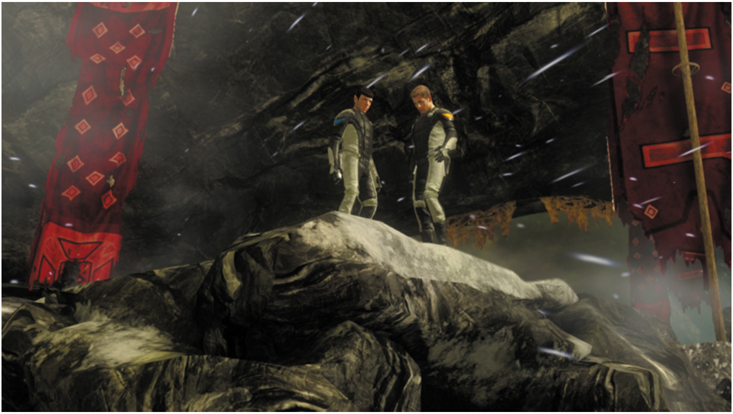
Type: Research Data

Set: Errand of Mercy/Lymax Culture

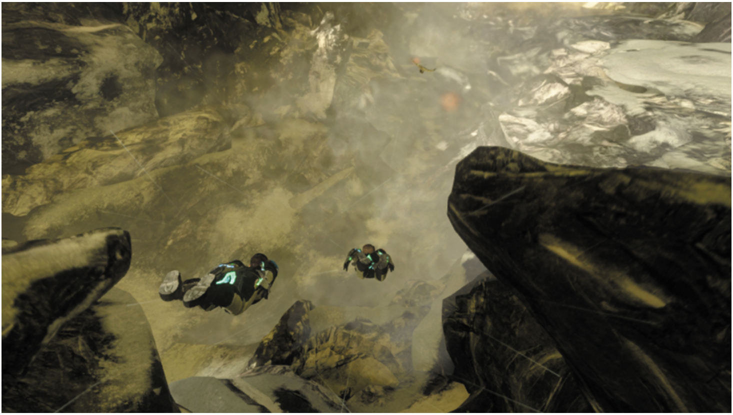
XP: 100

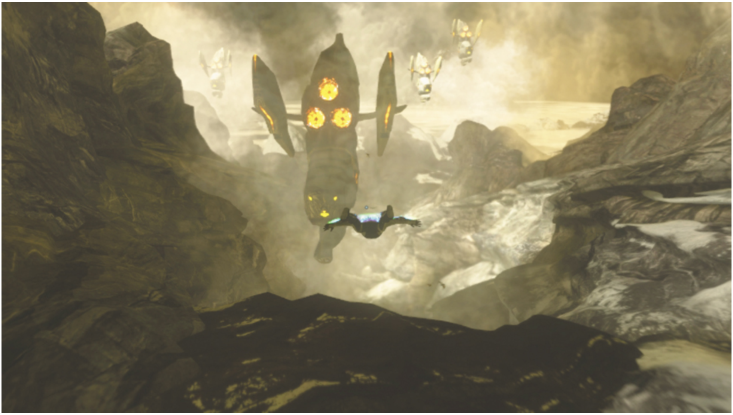
Log Entry: For every Goliath, there must be a David. Having spent the last year trapped in Engineering with Keenser, I'm quite used to short feisty creatures by now.





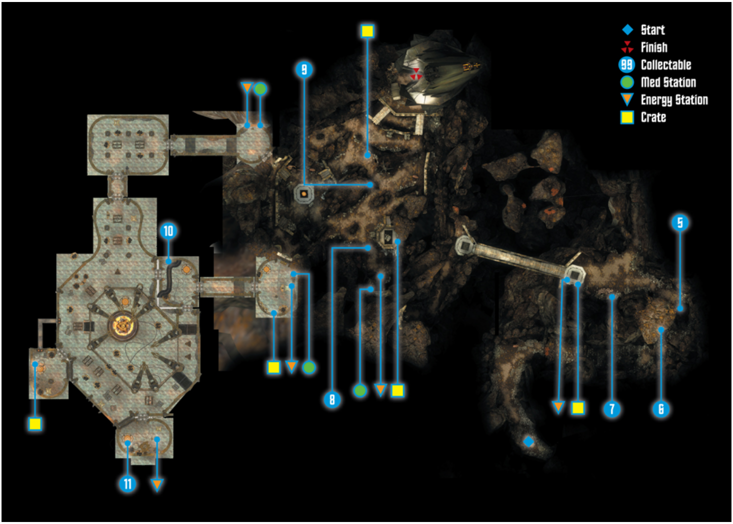
Once you've scanned all four Lymax artifacts, advance to the cave to reach the waypoint marker. Spock reports that transponder frequencies are coming from beyond the ridge. It's time to see what's out there, but it's a long way down. Sulu agrees to stay behind and repair the shuttle. At first, Bones wants to come along with Kirk and Spock. But upon seeing the sheer face of the drop they must descend, he decides to stay behind with Sulu and keep working on his antidote. Spock advises that the two of you take out the radio tower he detected. But you have to get there first.





Without much hesitation, Kirk and Spock leap off the edge of the mountain, diving into the rocky canyon below. As they near the bottom, wing-like extensions appear from beneath the arms and between the legs of their suits, which help them to glide through the canyon. During the sequence you must successfully glide without hitting any of the rocky obstacles in the canyon. Similar to the rocket jump on the Starbase, make minor adjustments to your flight path to avoid smashing into the canyon's walls or other objects in your way. Ignore the Gorn ships flying overhead—they don't pose a threat. Instead, stay focused on the path ahead and be ready to alter your heading to prevent any collisions.

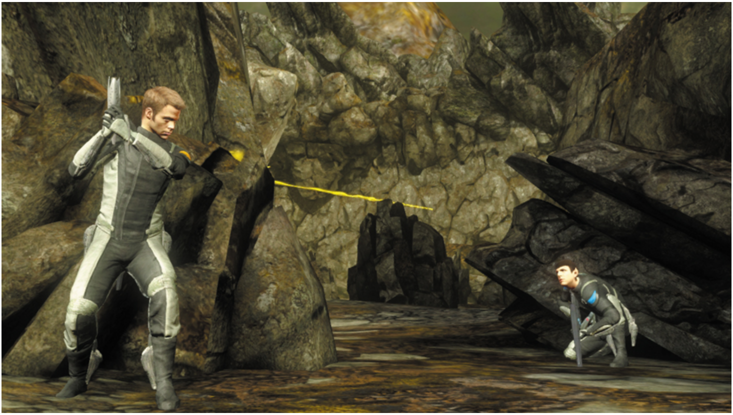
Where No Man Has Gone Before



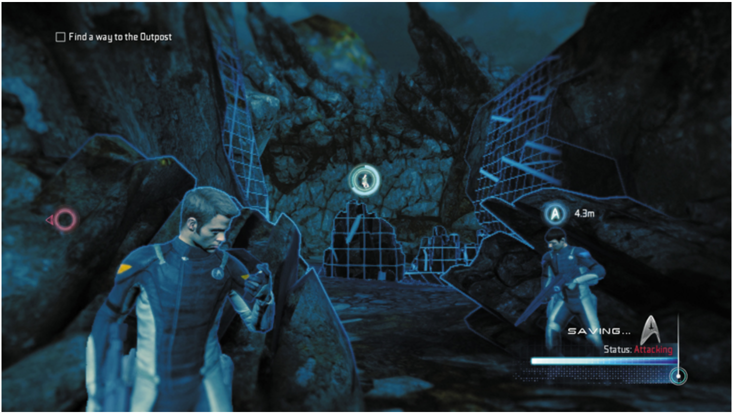
Open this map in a new window

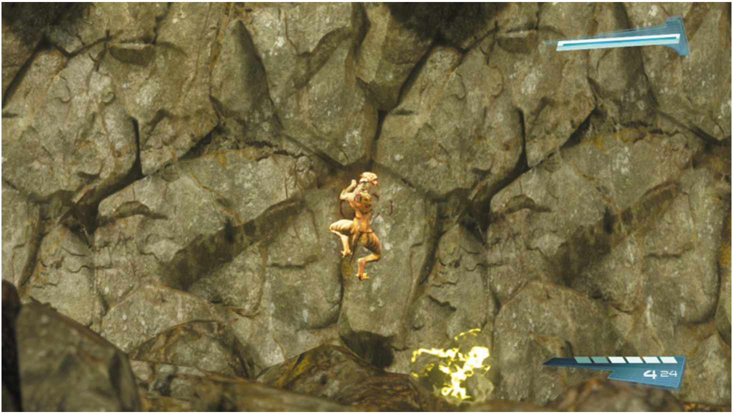
Collectables Checklist			
#	**Name**	**Type**	**XP**
5	Gorn Scout	Research Data	100
6	Gorn Striker	Research Data	100
7	The Lymax (1 of 3)	Research Data	100
8	Security Camera	Research Data	100
9	Defense Drone	Research Data	100
10	The Lymax (3 of 3)	Research Data	100
11	The Lymax (2 of 3)	Research Data	100

New Objective: Find a way to the outpost

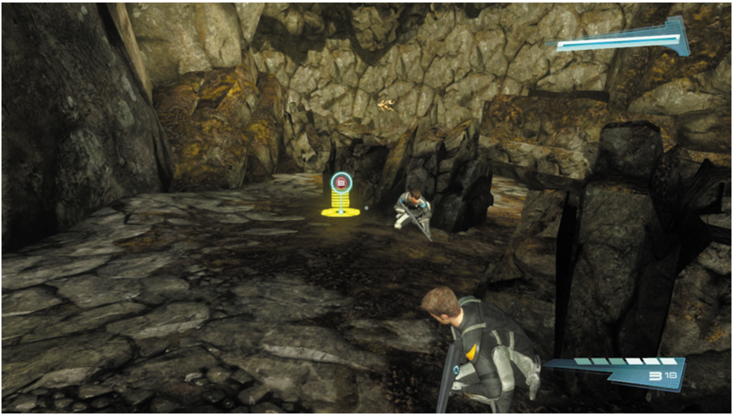


Kirk and Spock set down in a rocky clearing within view of the tower that shot down their shuttle. Follow the waypoint marker to a short ledge and mantle up to reach a narrow path. Here Kirk and Spock come under attack by several Gorn Scouts that come scurrying along the distant cliff side. Like the Gorn Lieutenant, the Gorn Scouts are equipped with cloaking devices that make them invisible. But just because you can't see them, don't assume they can't see you. Each Gorn Scout is equipped with a Striker, a powerful sniper-like weapon capable of pinpoint accuracy and extreme damage. Always stay behind cover when engaging these threats. Even when peeking out of cover to take a shot, you're likely to get hit, even that this range.



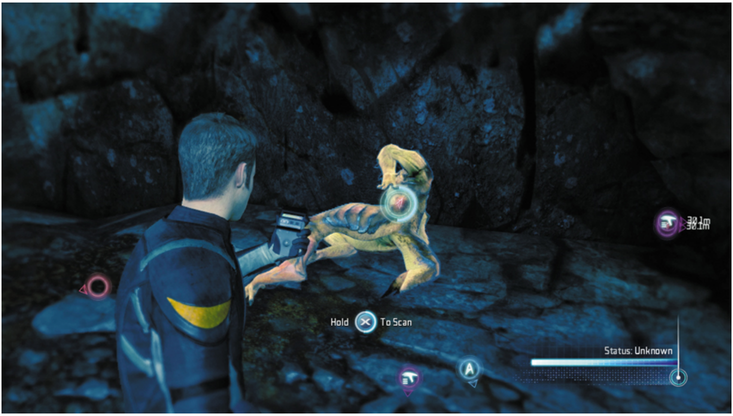


As you did with the Gorn Lieutenant, use your tricorder to reveal the cloaked Gorn Scouts on the rock face. Once revealed, the Gorn Scouts remain visible for a few seconds before their cloaking devices reactivate. While they are exposed, take aim with your Starfleet Type III Rifle and engage the Gorn Scouts, one at a time. To limit your risk, place the white aiming reticle over your target, then zoom in with the weapon's scope to take a quick shot. All it takes is one hit with the Starfleet Type III Rifle to kill each Gorn Scout. However, their frequent movements can make them tough to hit. For best results, wait until they stop before taking a shot.



There are six Gorn Scouts in this area, and all of them must be eliminated. You can't get a clear shot at all six of these enemies from one location. So transition from one piece of cover to the next until you can adequately engage these threats. Moving between the various rocks along the path is the safest way to advance without getting hit. Keep up the attack until all the Gorn Scouts are down for good. Approach one of the fallen Gorn Scouts and scan its body and weapon using your tricorder.

5: Gorn Scout



Once the fire fight is over, approach one of the dead Gorn Scouts and scan it.

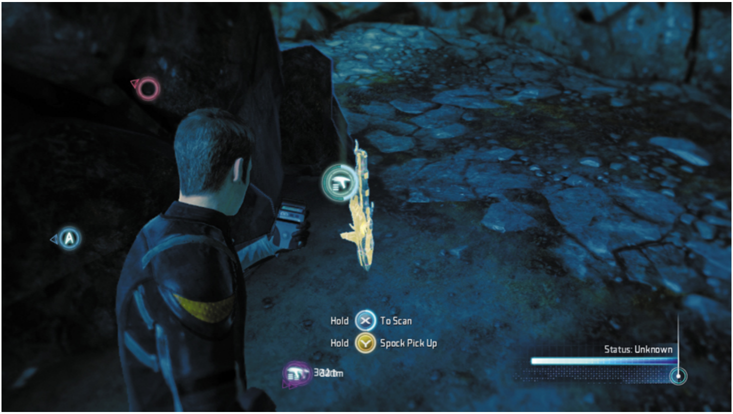
Type: Research Data

Set: Enemies/Gorn Enemies

XP: 100

Log Entry: A particularly nasty specimen, this. It secretes a viscous substance over every inch of its body that renders it invisible to the naked eye. The goo would be well worth studying for our own uses, but I'd never want to get close.

6: Gorn Striker



Next, scan the weapon next to one of the dead Gorn Scouts.

Type: Research Data

Set: Weapons/Gorn Weapons

XP: 100

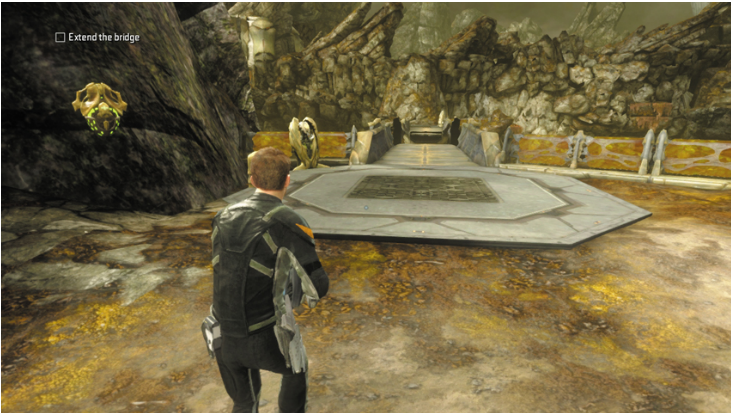
Log Entry: The Gorn equivalent of a sniper rifle. As much as the Gorn seem to prefer dispatching their enemies at close range, this weapon is evidence that they'll use whatever means necessary to eliminate opposition.

Note

If you choose to take the Gorn Striker, you'll drop your Starfleet Type III Rifle. If you haven't done so already, scan the dropped Starfleet Type III Rifle to unlock its log entry.

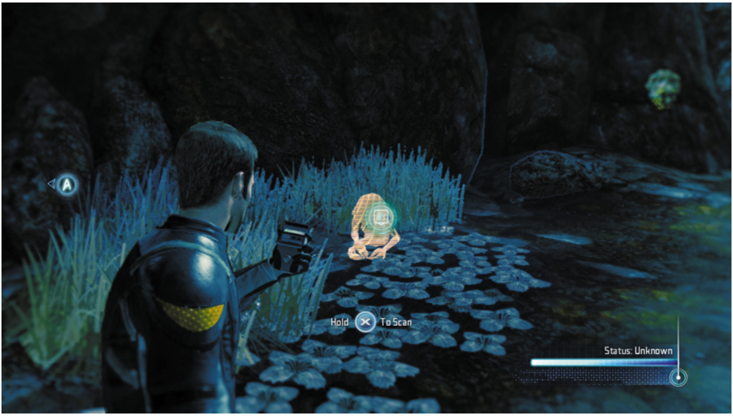
Bridge Crossing

New Objective: Extend the bridge



Beyond the ambush site you come to a bridge. But you can't cross it yet—it must be extended, and the controls are on the other side. So you'll need to find another way across. Before moving out, use the Med Station and Energy Stations next to the bridge to replenish your health and ammo. There's also a crate between the two stations that contains a Striker.

7: The Lymax (1 of 3)



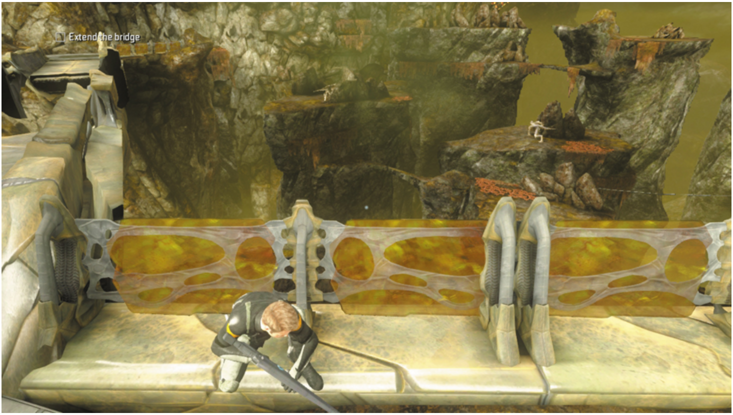
Along the way to the bridge, scan this Lymax creature on the left side of the path, sitting next to some grass.

Type: Research Data

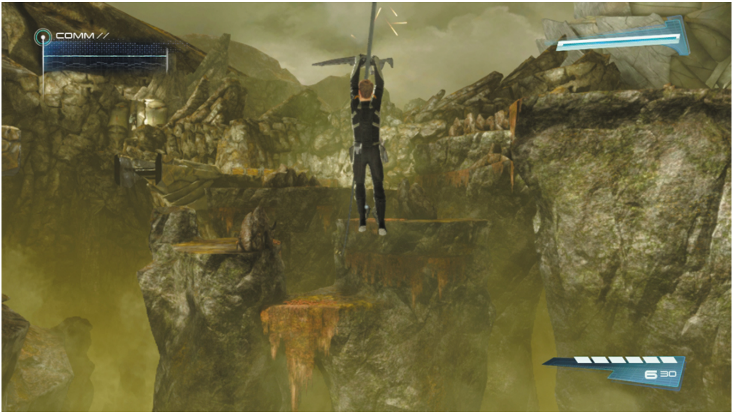
Set: Where No Man Has Gone Before/Lymax Species

XP: 100

Log Entry: It never ceases to amaze me how similar alien races can be to our own. Take the Lymax. They've developed a hunter-gatherer culture similar to Earth's early days, with a basic communal structure that ensures that the weak and young among them are cared for. It gives me hope, in the face of something like the Gorn, that civilization will always find a way to survive.



Next, take cover along the right side of the bridge and scan the distant plateaus for enemy movement. Here you see a couple of Gorn Initiates patrolling the across the tops of some rocks. They won't spot you at this range, so take your time lining up shots with your Starfleet Type III Rifle. It's best to take these enemies out now before attempting to cross.



From the bridge, turn to the right and follow a narrow path to a steep ledge—request a boost from your partner to reach the top. At this point the two of you are separated. The teammate who accepts the boost is tasked with crossing to the other side and extending the bridge while the other partner stays back and provides long-range fire support. If playing cooperatively, take a moment to discuss who will accomplish each task before performing the boost. Whichever partner accepts the boost must now use a zipline to reach the first cluster of rocks on the right side of the bridge. Along the way, more Gorn Initiates appear on the rocks ahead.

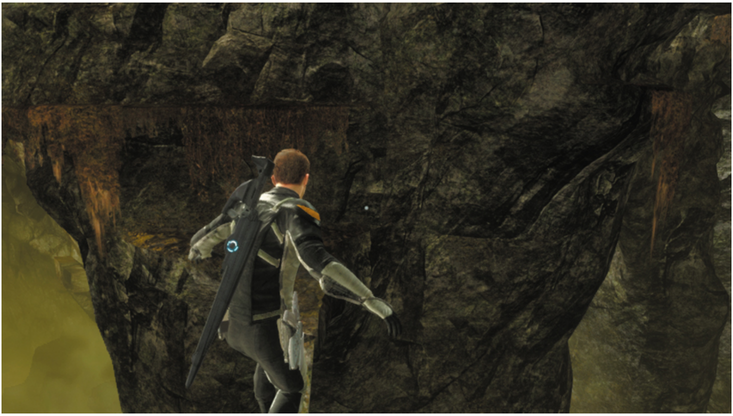
Tip

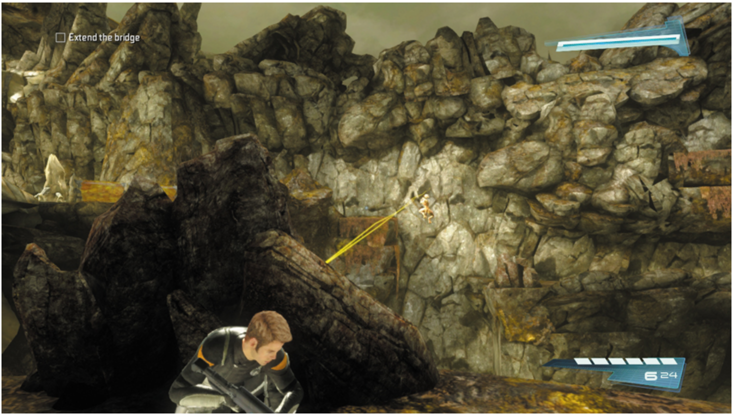
If you chose to give your partner a boost up to the zipline, hold back and use your Starfleet Type III Rifle or Striker to engage the various threats, including several Gorn Initiates, Attack Drones, and Gorn Scouts. When playing solo, this task is easier, assuming your marksmanship skills are up to the challenge. Your AI-controlled partner automatically traverses several obstacles while you eliminate enemies. All you have to do is keep scoring long-range kills until your partner reaches the other side and extends the bridge.

If you choose to cross to the rocks via the zipline, get ready to perform jumps and traversals while evading a variety of enemies. Fortunately, you partner has a clear view of these threats and can eliminate them one by one to clear a path for your advance. But be ready to engage these threats yourself, particularly if you're playing the game on your own—your AI-controlled partner may not attack as aggressively as you would wish. During the first phase, watch out for a couple of Gorn Initiates, as well as a series of Attack Drones. Stay behind cover until all threats are eliminated.

Caution

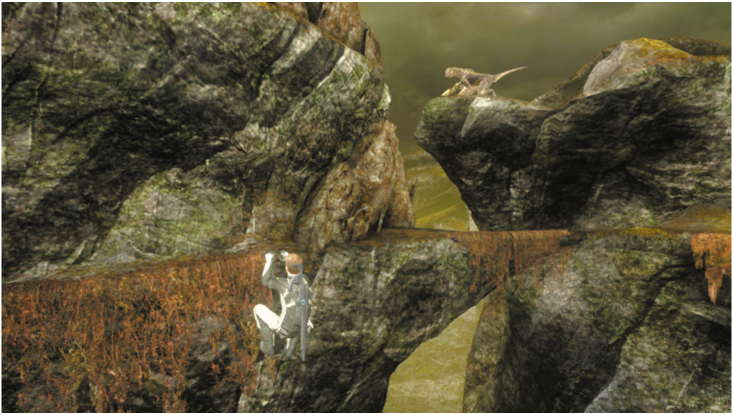
It's important to stay behind cover during this sequence. Since you're separated from your partner, you cannot be healed if you're injured, resulting in failure—if you're injured during this advance, you must restart from the last save checkpoint, prior to reaching the bridge.



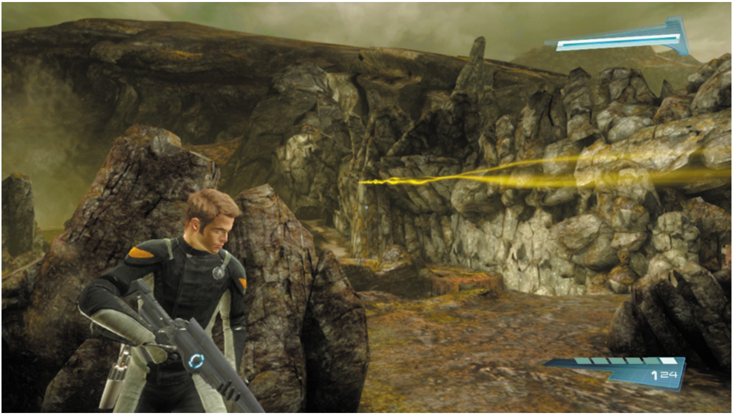


From the top of the first rock, leap over to the next plateau on the left. From here you must traverse a narrow sliver of rock, similar to crossing the balance beam sections on the Starbase. Climb to the top of the next rock, but watch out for a Gorn

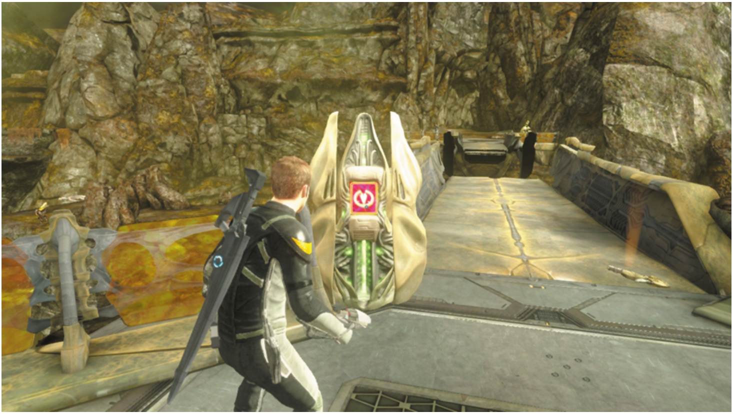
Scout on the rock face ahead. Wait for your partner to take him out, or climb to the top of the rock, take cover, and deal with him yourself. Remember, use your tricorder to make him visible, then take him down with your Starfleet Type III Rifle.



Next, leap over to the ledge on the left that's draped in dry vegetation. From the ledge, traverse to the right. But keep an eye open for another Gorn Initiate on the rock ahead—ask your partner to take him out. Otherwise, get to your feet as soon as possible and engage the Gorn Initiate before he notices you. You're extremely vulnerable while clinging to the ledge.

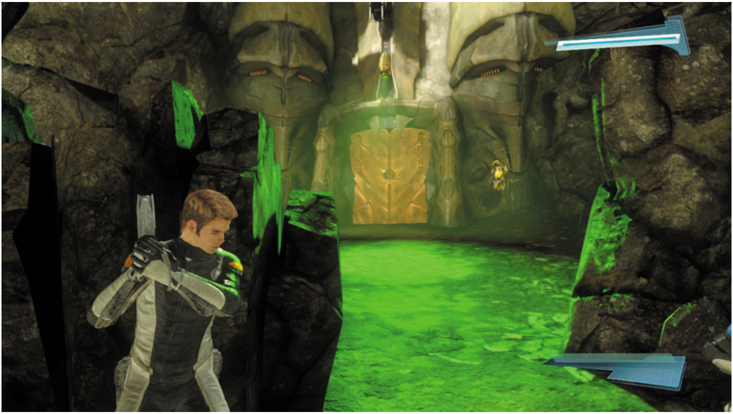


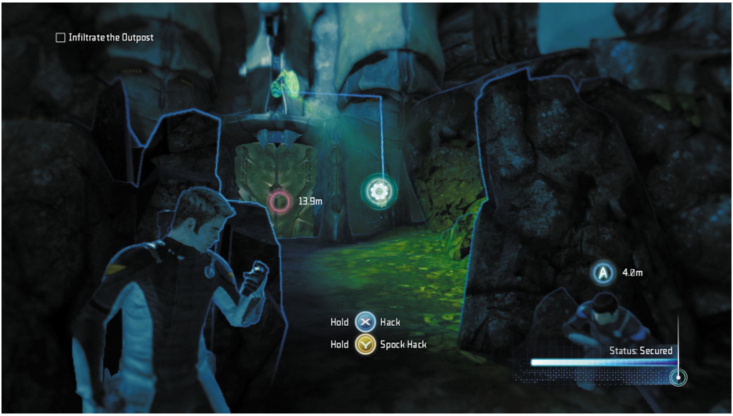
Now climb to the top of the next rock, then leap toward the next plateau. Upon landing you come under attack by a couple of Gorn Scouts scurrying along the distant rock face. Immediately take cover and request assistance from your partner. Use your tricorder to uncover the positions of the enemies while your partner takes them out. Otherwise, do it all yourself, staying behind cover the whole time. Once the two Gorn Scouts are eliminated, the area around the bridge is finally secure.



Leap over to the nearby ledge, then drop down to a narrow path. From the path, leap over to another vegetation covered ledge and mantle up to reach the bridge. Use your tricorder on the console to extend the bridge, allowing your partner to finally cross and join you.

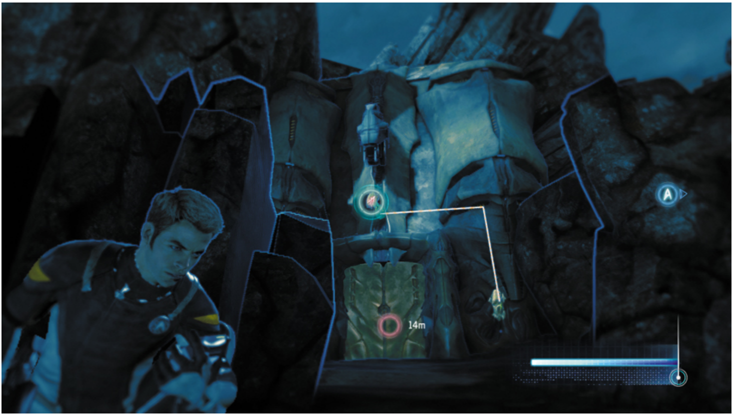
New Objective: Infiltrate the outpost





Reunited with your partner, proceed up the dirt path toward a door that is watched by a Security Camera. The green-lit area on the ground represents the camera's visible arc as the device pans left and right. There's no need to sneak past this camera. Instead, hack the controls on the right side of the door using your tricorder. This isn't a simple hack, but it's easier than trying to slip past the camera without being noticed. If hacking isn't your forte, ask your partner to complete the hack. An AI-controlled teammate is always successful when asked to perform a hack. Once the camera is deactivated, work with your partner to pry open the door. You can find a Med Station and an Energy Station inside the adjoining entryway.

8: Security Camera



Before passing through the door, scan the deactivated Security Camera with your tricorder.

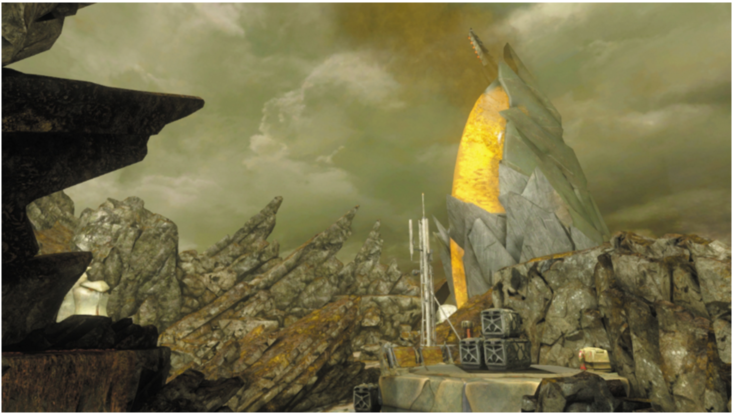
Type: Research Data

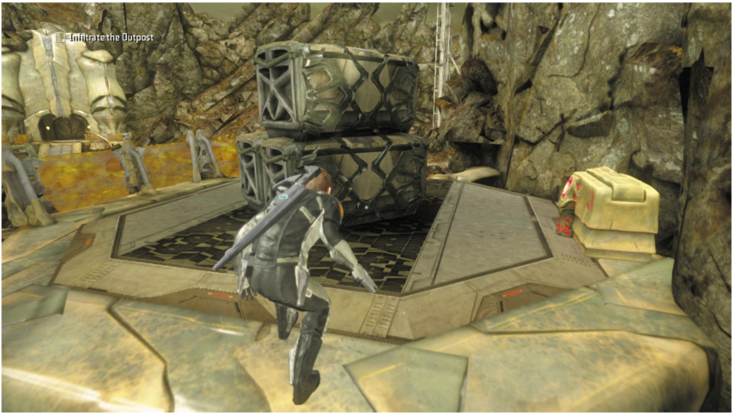
Set: Enemies/Gorn Security

XP: 100

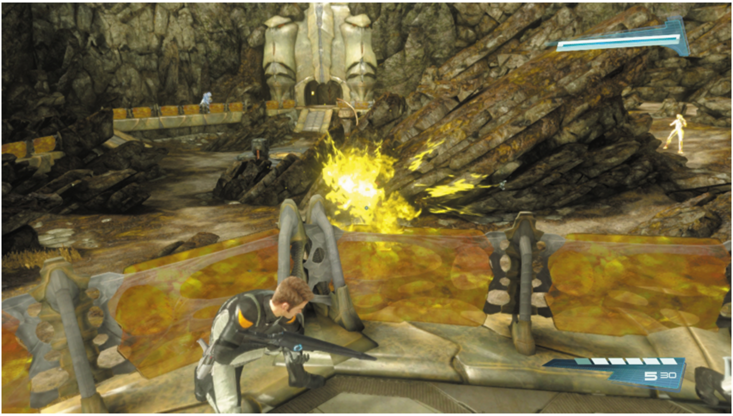
Log Entry: I guess even the Gorn can't have soldiers everywhere. If you're spotted by this … well, don't get spotted by it. It's bad.

Outpost Perimeter





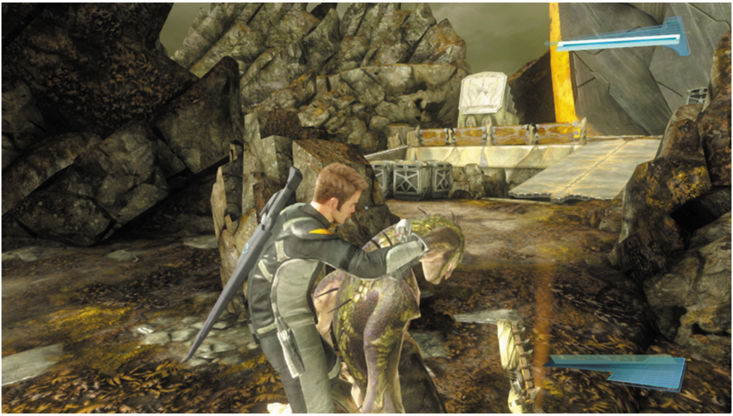
As you pass through the next doorway, the tower is just ahead. However, a shield blocks the tower's entrance, preventing you from climbing to the top. Spock suggests entering the nearby facility to disengage the tower's shielding. This area is patrolled by a Gorn Observer, an Initiate, an Enforcer, and a Defense Drone. Climb up to the nearby platform on the right and monitor the enemy movements using your tricorder. A nearby crate contains a Plasma Grenade. While you can enter the facility with guns blazing, it's best to take a stealthy approach to prevent the arrival of Gorn reinforcements. If you're patient, you can eliminate all of these enemies without raising an alert.



Keep an eye on the Gorn Observer patrolling nearby. She's occasionally approached by the Defense Drone and enabled with a yellow shield—this prevents her from taking damage by weapons. While the Defense Drone poses no direct threat to you, it will raise an alert if it spots you. Wait for the Gorn Observer to move away, then blast the Defense Drone with your Starfleet Type III Rifle as it passes in front of your position. As long as the Gorn Observer is a safe distance away, she won't respond to the sound of your weapon or the exploding drone.

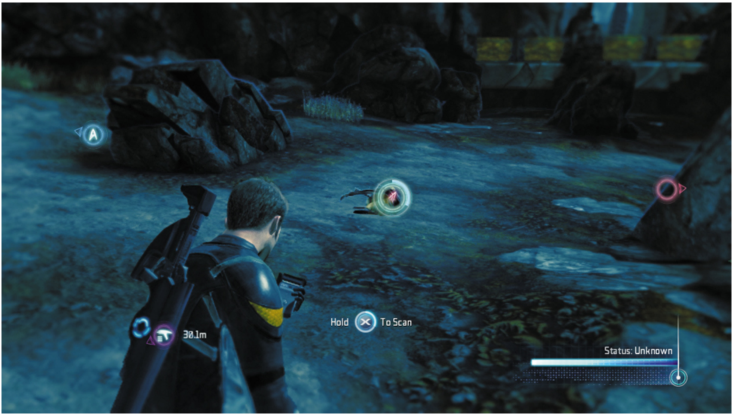
Note

Instead of destroying the Defense Drone, you can stun it then hack it. But this prevents you from scanning it to attain the collectable entry. A hacked Defense Drone follows Kirk and Spock, constantly recharging their shields.



Now wait for the Gorn Observer to complete another circuit, then creep up behind her and perform a takedown. Remember, Gorn Observers can conjure reinforcements, so don't let him hear you. Remain crouched to avoid making any noise and silently take her down from behind. If she's too far away and you can't catch up, stun her with your phaser, then rush up behind her and perform the takedown before she can recover. Immediately after incapacitating the Gorn Observer, stalk the Gorn Initiate nearby. Once again, watch this enemy's movements, then close in for the silent takedown—feel free to use your phaser's stun setting to get the jump on him.

9: Defense Drone



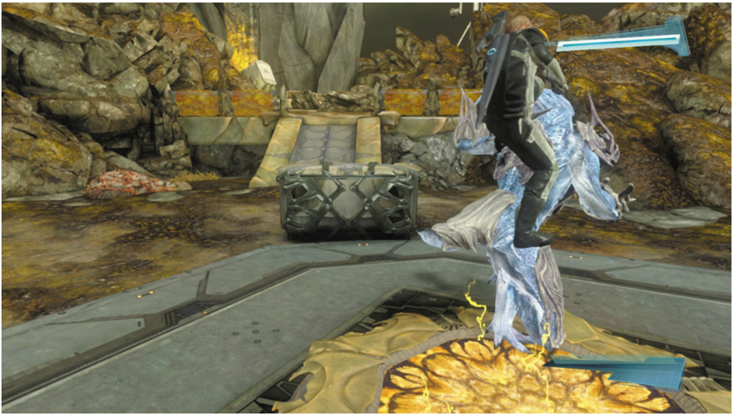
After incapacitating the Gorn Observer and Gorn Initiate, backtrack to the spot where you shot the Defense Drone and scan the wreckage. Like all drones, this one can only be scanned once it has been destroyed.

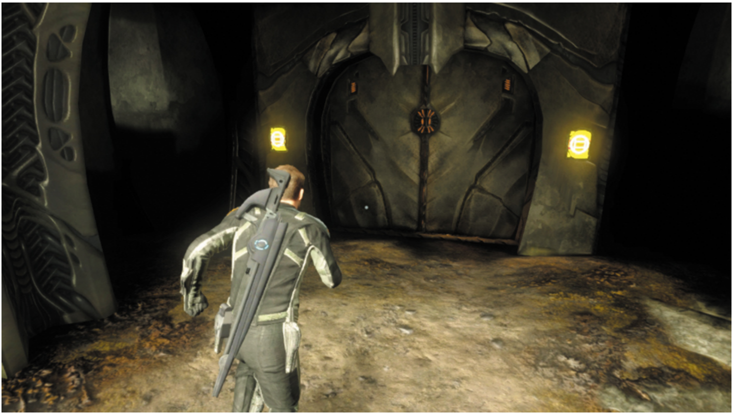
Type: Research Data

Set: Enemies/Gorn Security

XP: 100

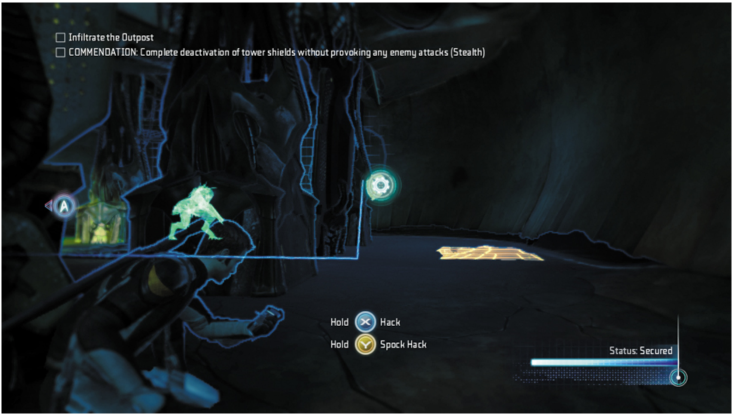
Log Entry: This drone appears to have been designed for primarily defensive purposes. A refreshing change from the Gorns' otherwise unwaveringly sadistic design choices.





The Gorn Enforcer, the last enemy in this area, is patrolling near the entrance to the facility. Stay low and out of sight while monitoring the Enforcer's movements. When the opportunity arises, sneak up behind him and perform the takedown. Unlike with the Gorn Observer and Initiate, your phaser's stun setting has no effect on the Enforcer—it only alerts him to your presence. So you must get in close and approach him from behind to silently incapacitate him. With the Gorn Enforcer out cold, work with your partner to hack the door leading into the facility. Just beyond the door, use the Med Station and Energy Station to replenish your health and ammo, then proceed through the next doorway.

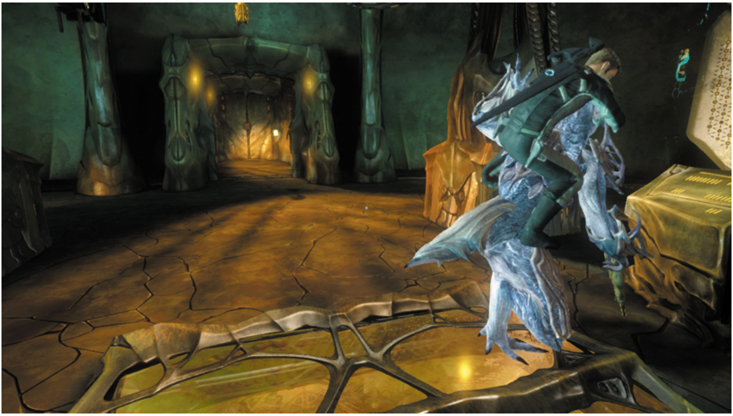
Commendation: Complete deactivation of tower shields without provoking any enemy attacks (Stealth)



☐ Infiltrate the Outpost

☐ COMMENDATION: Complete deactivation of tower shields without provoking any enemy attacks (Stealth)

Status: Secured



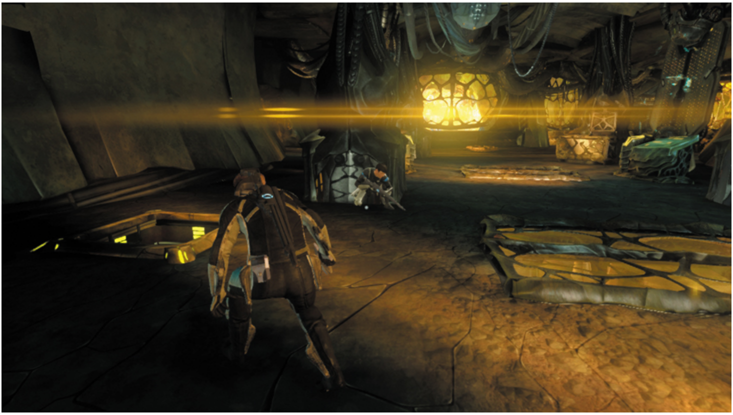
As you enter the next room, a Gorn Enforcer can be seen just ahead, with his back turned, standing in front of a console. As long as you remain silent, he won't turn around. But the Enforcer is the least of your worries for now—there's a Security Camera on the left side of the room. While crouched, creep to the right side of the room, using the pillar structures to remain hidden. The console for the Security Camera is on this side of the room—use your tricorder to hack it. With the Security Camera offline, you can now sneak up behind the Gorn Enforcer and perform a silent takedown.

Note

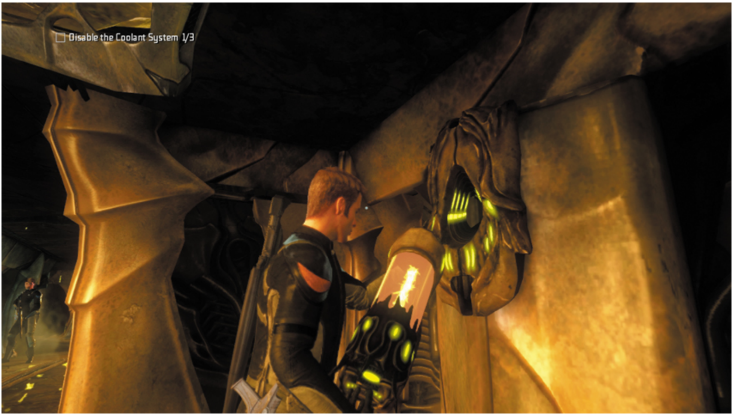
Instead of sneaking along the room's right side, open the hatch to the left of the room's entrance. The tunnel beneath the floor leads to the right side of the room, putting you within tricorder range of the detection system's console.

Outpost Security Center

New Objective: Disable the coolant system

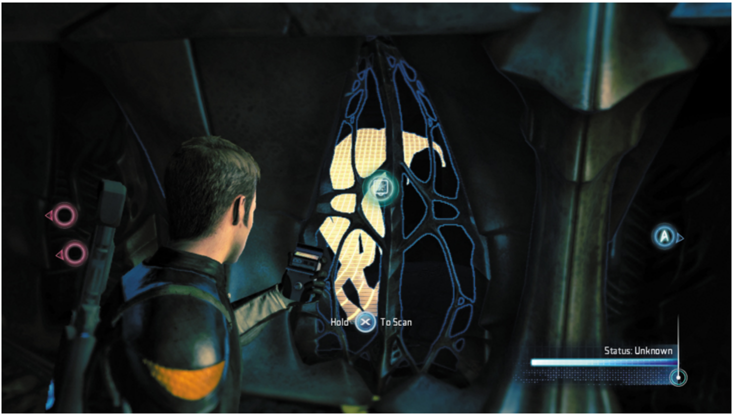


Hack the next door on the left side of the room to enter a massive security center that is patrolled by numerous enemies. Spock thinks they may be able to shut down the main security system through the facility's central computer. He has detected a coolant system running through the pipes beneath the room. If you can stop the coolant, it should shut down the main system. Stay behind cover until the Gorn Enforcer ahead of you moves away. Then turn to the left side of the entrance to locate a hatch in the floor. Open the hatch with your tricorder and proceed into the tunnel system beneath the security center.



While moving through the tunnel, remain crouched—any noise you make down here may alert the Gorn enemies above. Access your tricorder and follow the tunnel to the nearest of three waypoint markers, each representing the location of a power cell. When you reach the first power cell on the left side of the tunnel, remove it from its socket. You don't need to do anything more with this power cell, so simply drop it on the ground, near the empty socket. That's one down, two more to go.

10: The Lymax (3 of 3)



After removing the first power cell, enter the adjoining dead-end passage to scan an imprisoned Lymax behind bars on the right.

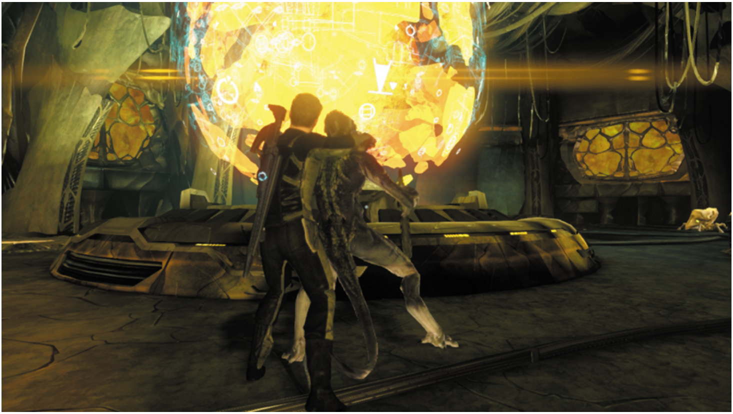
Type: Research Data

Set: Where No Man Has Gone Before/Lymax Species

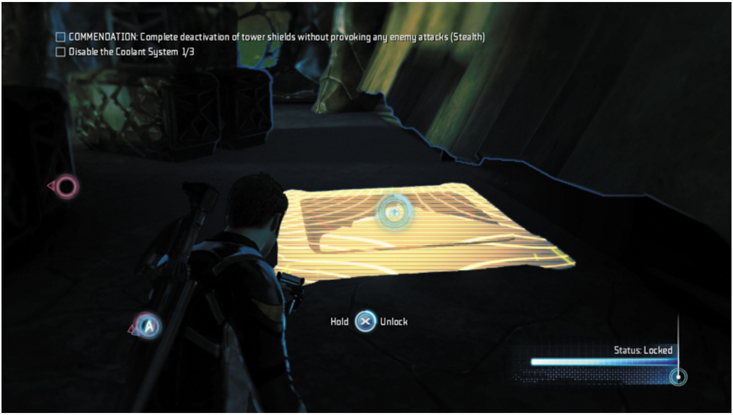
XP: 100

Log Entry: I'm an engineer, not a xeno-biologist, but I would love to show one of these Lymaxes … Lymaxians … whatever, I'd love to show them around the Enterprise. What must it look like to them? To see the ship through the eyes of a primitive culture is to be reminded of the miracles we take for granted, the miracles that let us sail across the stars.

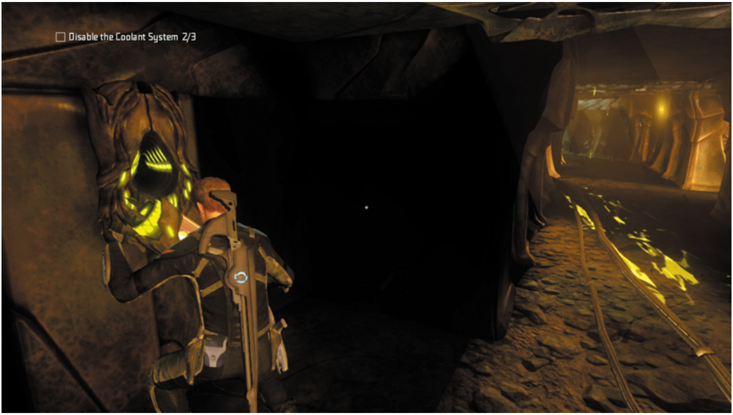
Enter the tunnel passage opposite the empty power cell socket and climb the ladder, then open the hatch above to exit. The Gorn Enforcer you spotted earlier is still patrolling nearby. Take cover behind the equipment next to the hatch and wait for him to pass by your position, moving from left to right. Take this opportunity to sneak up behind him and perform a takedown.



Continue past the hatch you just exited while watching for a Gorn Initiate that's patrolling ahead. Stay low and behind cover to avoid being spotted. When the Gorn Initiate walks down a set of steps and approaches the amber holographic image of the planet, sneak up behind him and perform another silent takedown. Be careful to stay away from the turret on the opposite side of the room.

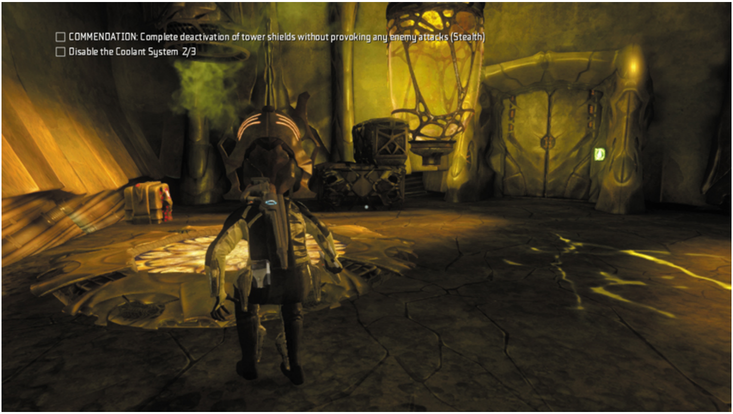


☐ COMMENDATION: Complete deactivation of tower shields without provoking any enemy attacks (Stealth)
☐ Disable the Coolant System 1/3



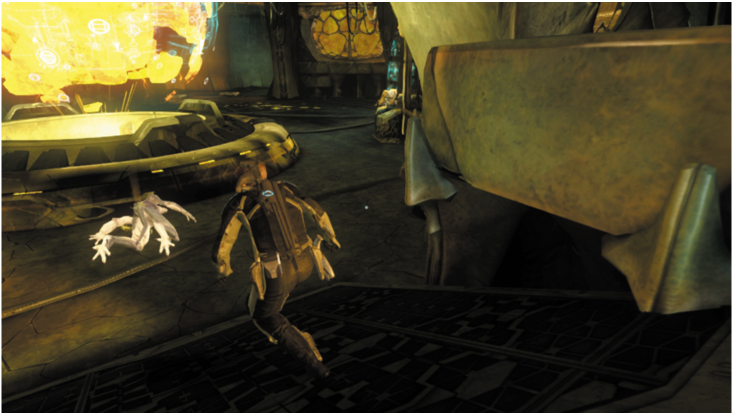
☐ Disable the Coolant System 2/3

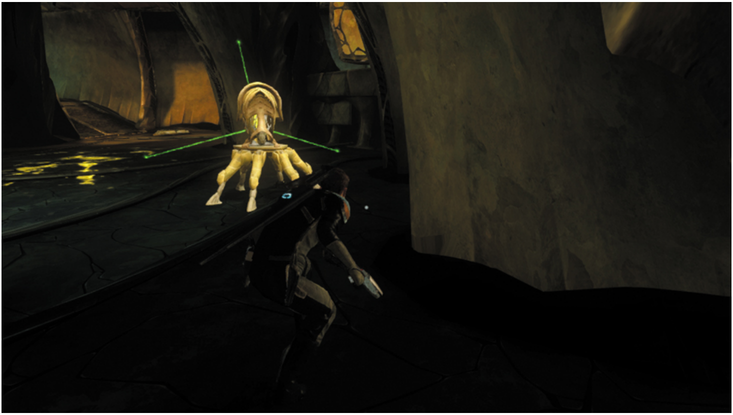
Return to the perimeter pathway and watch out for another Gorn Initiate patrolling ahead—stay out of sight and let him resume his patrol. When he turns away, move toward another hatch in the floor, next to the outer wall and behind a row of consoles. Use your tricorder to locate and open the hatch, then drop down into the tunnel below. At the tunnel intersection, turn left and follow the closest waypoint marker to the next power cell on the right. Remove the power cell from the socket—only one more to go! Your activity has drawn the attention of the Gorn in the room above, but as long as you stay quiet, you will remain undetected.



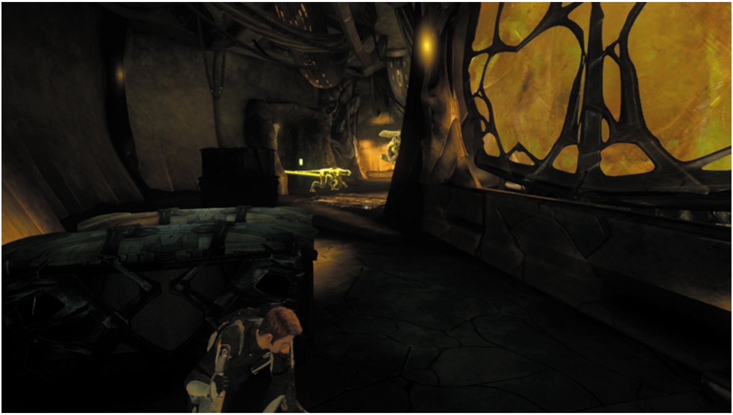
☐ COMMENDATION: Complete deactivation of tower shields without provoking any enemy attacks (Stealth)
☐ Disable the Coolant System 2/3

Continue down the tunnel, following it down to a new ladder and hatch. This leads into an unoccupied perimeter room. Open the crate in this room to retrieve a Plasma Grenade. Next to the crate is a vent; use your tricorder to open the vent door. Crawl inside the vent and exit on the other side. You emerge near the stairway where you stalked the Gorn Initiate. This allows you to bypass the activity on the other side of the room.

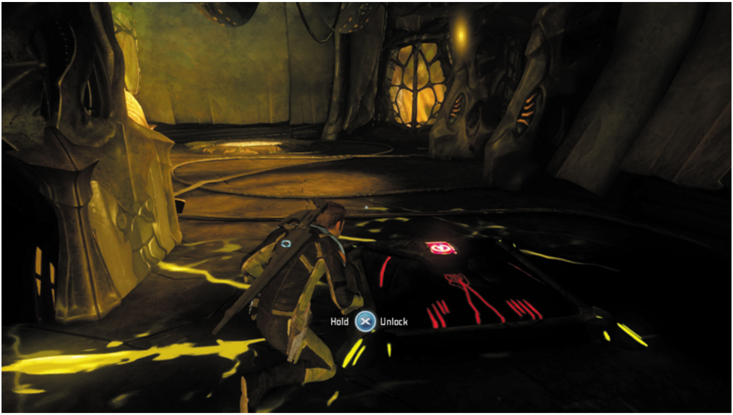


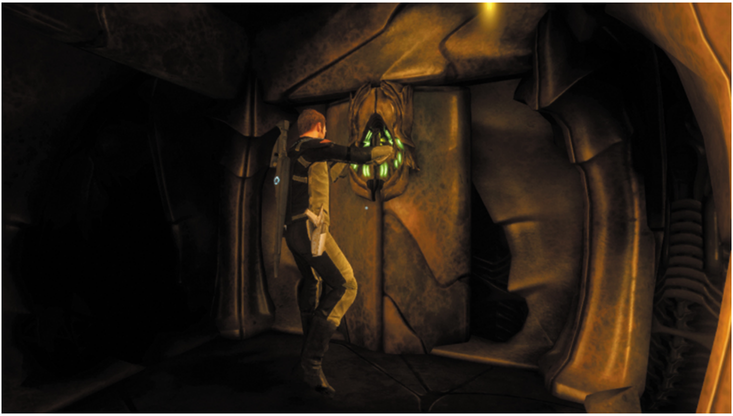


Now move down the stairs, toward the holographic image of the planet in the center of the room. This area is guarded by a turret. But as long as you stay out of sight, you can slip past the turret undetected. Stay on the right side of the room, using the consoles for concealment. As you get close to the turret, it activates, scanning the room with its green beams. As the turret pans away from you, advance and move directly behind the turret. While behind the turret, wait for it to pan to the left, then proceed to the right and take cover in the adjoining corridor.



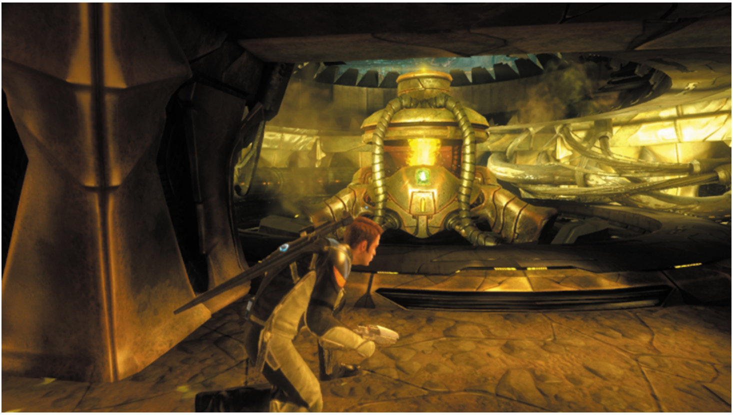
After slipping past the turret, pause in this corridor and take cover behind the crates. A Gorn Initiate, accompanied by a Defense Drone, patrols this area, including a room on the left. Wait for the Gorn Initiate to exit the room and move away from your position. Make sure the Defense Drone follows him. As the Gorn Initiate and Defense Drone move away, step out of cover and enter the room on the left that the enemies just exited.





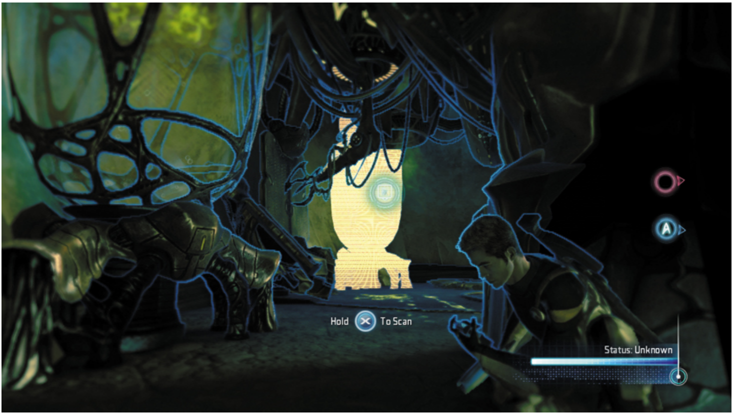
Once in the room, turn left and locate a hatch in the floor. Open the hatch and drop into the tunnel below before the Gorn Initiate and the Defense Drone return. In the tunnel, turn right and remove the final power cell from its socket. With the coolant system disabled, a security door lowers and gives you access to the core. Drop the power cell, turn away from the socket, then drop through a hatch at the end of the next passage.

New Objective: Access Core



The lower tunnel passage leads to the core. Use your tricorder to deactivate it. Now backtrack the way you came, returning to the room that is patrolled by the Gorn Initiate and Defense Drone. Before emerging from the tunnel, use your tricorder to scan for enemy movement above. When the coast is clear, climb the ladder and take cover behind the nearby pillar. There's a collectable in here that you should scan before you leave.

11: The Lymax (2 of 3)



While hiding behind the pillar, scan the large yellow tank structure on the far side of the room; it contains some sort of liquid … and a Lymax.

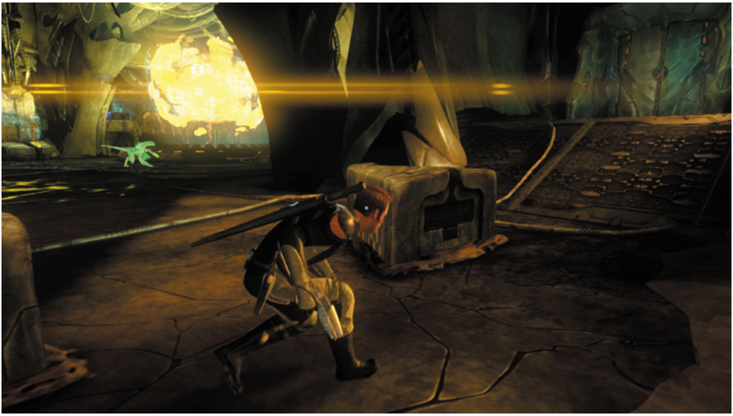
Type: Research Data

Set: Where No Man Has Gone Before/Lymax Species

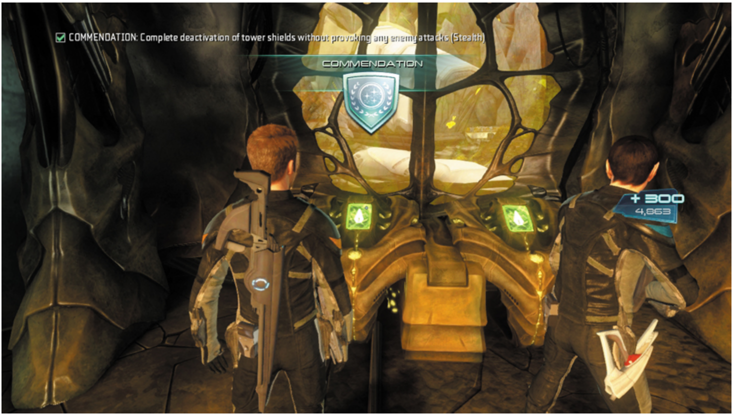
XP: 100

Log Entry: I'm not a fan of the Prime Directive. It sounds good in principle, but in reality it too often means standing to the side watching a less developed species get run over by a more advanced race. The Prime Directive is meant to save species like the Lymax from outside interference. What about saving them from extinction?

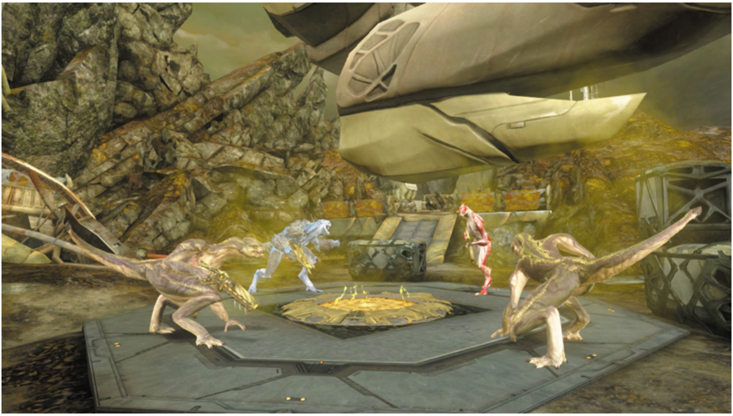
New Objective: Open the Tower Shields



Stay behind the pillar until the Gorn Initiate and Defense Drone return. As they exit, follow behind them. They turn to the left. You should go to the right and return to the passage you entered after you slipped past the turret. A Gorn Initiate is patrolling the room with the turret and holographic projection. To avoid being spotted, use your tricorder to raise a pair of barriers in the floor. This allows you to transition from one piece of cover to the next while proceeding to the next doorway, which is indicated with a waypoint marker.

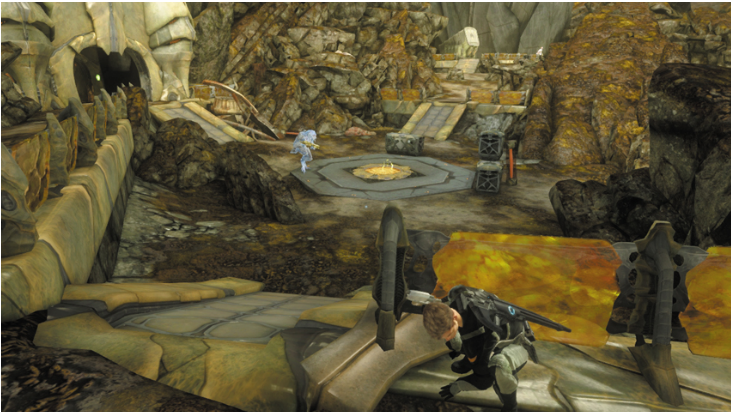


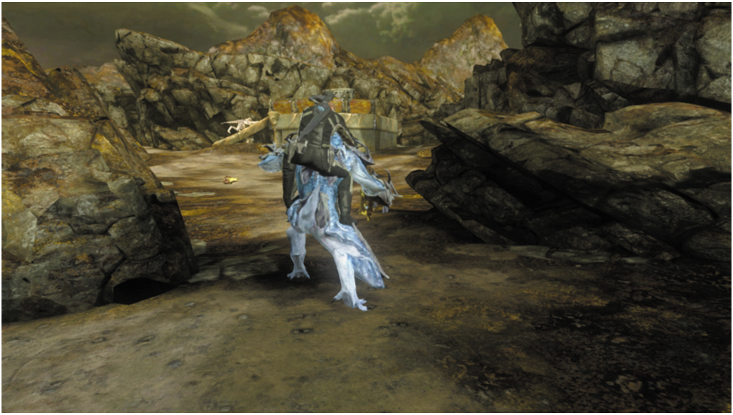
☑ COMMENDATION: Complete deactivation of tower shields without provoking any enemy attacks (Stealth)



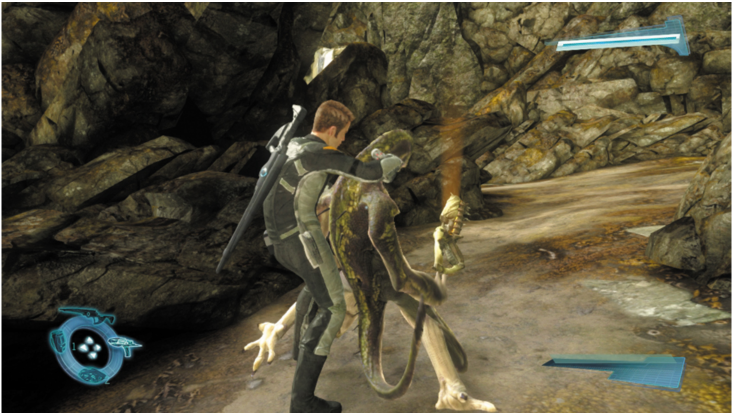
Pass through a couple of doorways until you reach the control room. Here you can stock up on health and ammo from a Med Station and an Energy Station. There's also a crate containing a Plasma Grenade. When you're finished scouring the room for goodies, approach the console that is positioned in front of a window—the shielded tower can be seen in the distance. Using your tricorders, work with your partner to hack the console and deactivate the shield. Soon after the shield is deactivated, a Gorn ship arrives and drops off two Gorn Initiates, a Gorn Observer, and a Gorn Enforcer outside. It looks like your trip to the tower won't be uneventful. If you managed to deactivate the shield without provoking an enemy attack, you earn the stealth-based commendation, worth 300 XP.

New Objective: Plant explosives on the tower

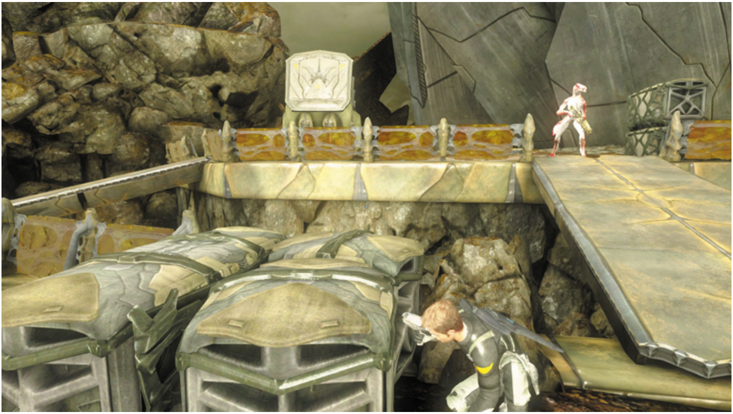




In the control room, look for a hatch in the floor and open it. Proceed into the tunnel system and pass through a vent leading back out to the outpost's perimeter, which now is patrolled by fresh reinforcements. While you can fight your way to the tower, it's just as easy to take a stealthy approach. Take cover near the vent and watch for the Gorn Enforcer patrolling nearby. When the Enforcer moves away from the facility's door and enters the courtyard below, sneak up behind him. Follow the Enforcer until he stops, then perform a silent takedown.



Take cover behind the rock next to the fallen Gorn Enforcer and watch the Gorn Initiate on the platform ahead. When he exits the platform and moves to the left, sneak up behind him and perform a takedown. If needed, you can retrieve a Plasma Grenade from the nearby crate. But be careful not to get spotted by the other Gorn Initiate that is patrolling nearby.

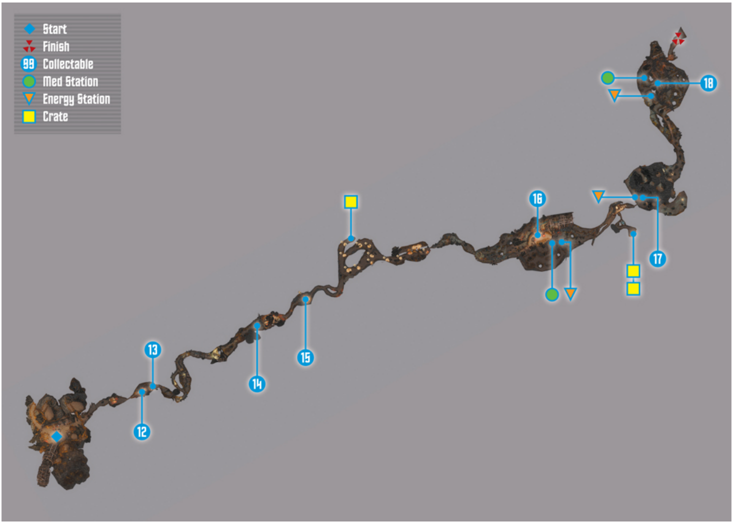


Return to the perimeter path patrolled by the Gorn Initiate and cautiously approach the platform at the base of the tower. This platform is guarded by a Gorn Observer—if she sees you, she'll not only raise an alert, but also conjure multiple Gorn Initiate reinforcements. Remain behind cover near the platform and wait for the Gorn Observer to move away from your position. Take this opportunity to get even closer to the platform. But don't get greedy. Hold near the bottom of the platform and wait for the Gorn Observer to complete another circuit. When she moves away from you, creep up onto the platform, sneak behind the Gorn Observer, and incapacitate her with a takedown. There's no need to worry about the other patrolling Gorn Initiate—he won't see you.

Climb the tall ladder leading up to the tower to complete your objective and trigger a cinematic. Soon after setting an explosive charge on the tower, Kirk and Spock leap off the side, just seconds before a massive explosion. This gives way to another gliding sequence that requires you to avoid collisions with rocks and other obstacles in the canyon beneath the tower. Along the way, Kirk orders the Enterprise to fire torpedoes at a bridge in your path, which demolishes it only seconds before you collide with it. Continue moving through the canyon until you near a cave where the gliding sequence ends.

The Apple Part 1

Tunnels

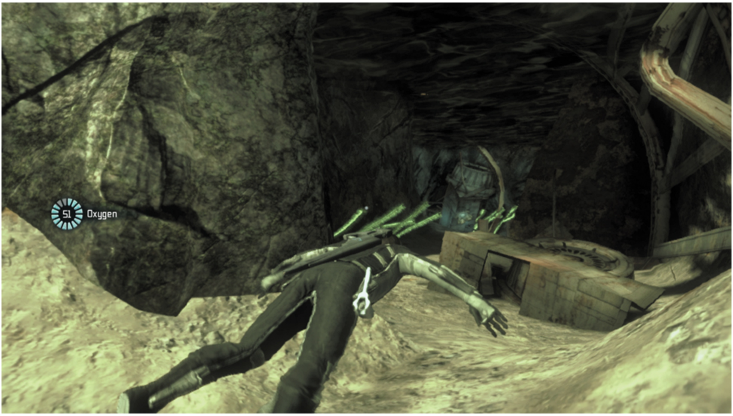


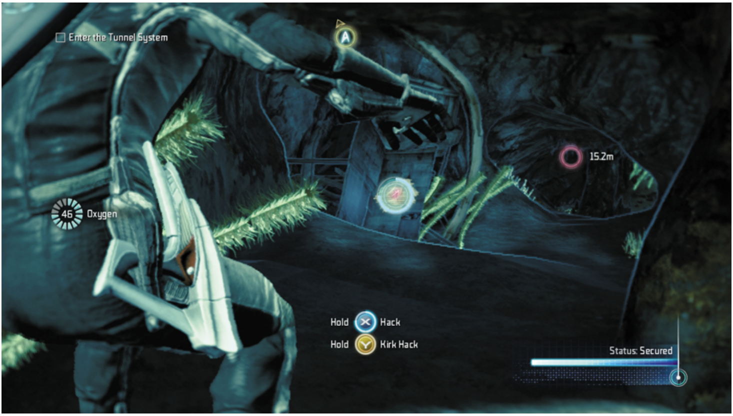
Open this map in a new window

Collectables Checklist

#	Name	Type	XP
12	Glowflower	Research Data	100
13	Water Cabbage	Research Data	100
14	Stalactites	Research Data	100
15	Gorpion	Research Data	100
16	Dog	Research Data	100
17	Crystal Formation	Research Data	100
18	Arc Driver	Research Data	100

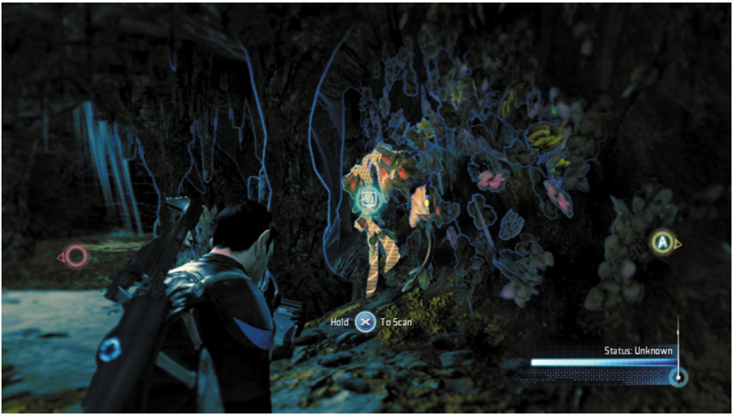
Following the gliding sequence, Kirk and Spock set down outside a cave. Before advancing into the tunnel system, Kirk checks in with the Enterprise. Uhura reports escalated Gorn activity—she suspects the torpedo barrage got their attention. But Chekov says the Enterprise has not yet been detected because it is still masked by interference from the rip. Still, Scotty isn't sure how long they'll be able to hide from the Gorn, and he urges Kirk and Spock to get a move on. Spock detects a subterranean passage just ahead.





Approach the mouth of the cave and jump into the water. This is just the first of many swimming sequences you must complete to advance through the tunnel system. Follow the on-screen instructions to swim. As you can see, swimming is much like moving, but while underwater you can move in three dimensions. Take a moment to practice diving and surfacing. The oxygen meter on the left side of the HUD indicates how long you can stay underwater—you need to surface before this meter counts down to zero. Upon surfacing, the oxygen meter automatically resets. Swim through this first underwater passage, but watch out for a couple of mines. Use your tricorder to detect the mines, then hack them. Hacking mines underwater is instantaneous—you don't need to complete a hacking minigame to complete the hack. Once a mine has been hacked, you can swim past it without triggering it. At the end of the underwater passage, swim to the surface and climb out of the water. Climbing out of the water is just like mantling up from a ledge. Just ahead, slip through a narrow crevice in the cave to access the next tunnel.

12: Glowflower



After squeezing through the crevice, turn to the right side of the cave to scan this red plant.

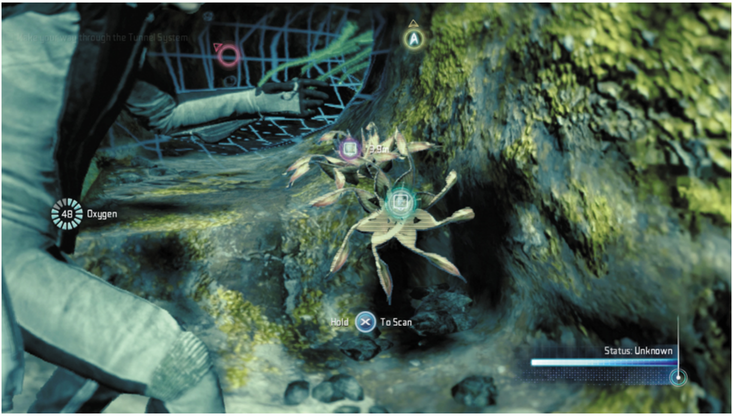
Type: Research Data

Set: The Apple Part 1/Gorn Flora

XP: 100

Log Entry: I was going to call this "Glow Flower" (two words) but "Glowflower" (one word) just sounds more exotic, don't you think? Evocative of faraway planets, the romance of space exploration. Same reason it's not called "Star Fleet."

13: Water Cabbage



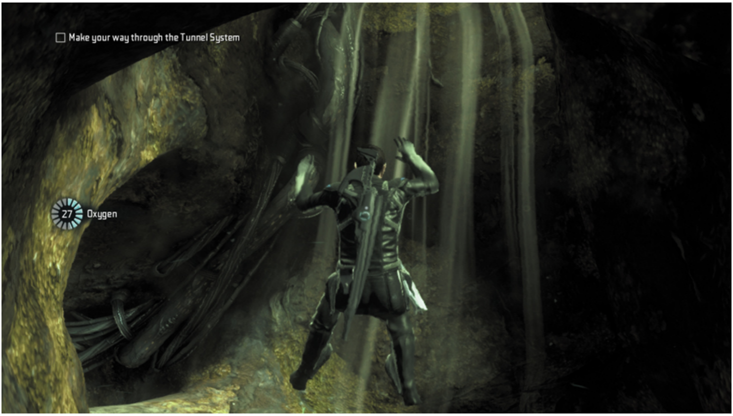
Beyond the Glowflower, enter the next pool of water and scan one of these plants growing along the bottom.

Type: Research Data

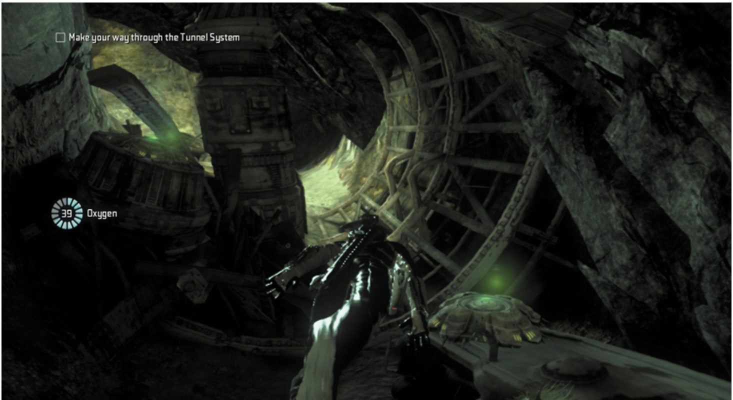
Set: The Apple Part 1/Gorn Flora

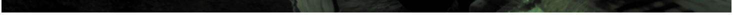
XP: 100

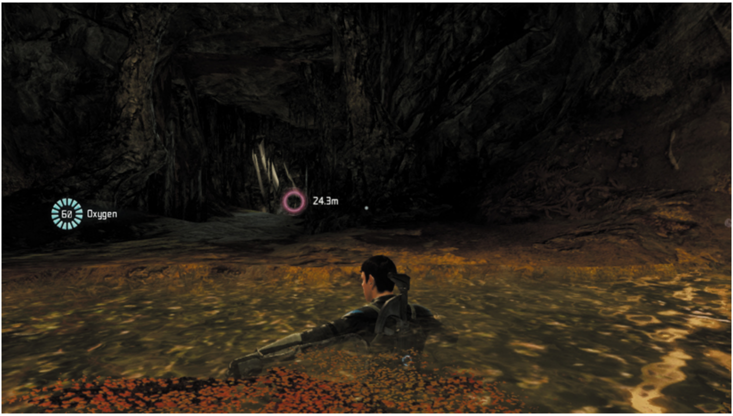
Log Entry: I'm sure the brainiacs back at Starfleet will end up calling this something else in their official Big Book of Alien Plants, but in the meantime I'm sticking with Gorn Water Cabbage, because 1) we found it on a Gorn planet, 2) it lives in the water, 3) it smells like cabbage. My nomenclature skills are formidable indeed.



After scanning the Water Cabbage, continue swimming through the underwater passage and hack two mines along the way. When you spot light ahead, swim to the surface to catch your breath. These little air pockets don't allow you to climb out of the water, but they give you the chance to replenish your oxygen meter before continuing through long underwater caverns. Once you've surfaced, dive back down and use your tricorder to get your bearings. Swim toward the next waypoint marker.

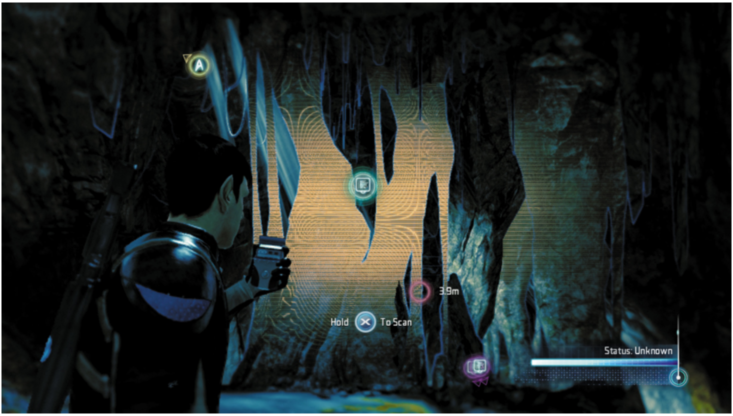






There are four mines in the next passage, along with some debris you'll need to swim around. Once past the mines and debris, head for the next air pocket, which is marked with a large beam of light shining from the water's surface. This is a long swimming sequence so you need to keep moving to reach this air pocket before your run out of oxygen. Once you get some air, continue swimming through the next passage that is filled with more debris and two mines. Once again, swim toward the light to surface and catch your breath before continuing. There are two entrances to the final passage—both are mined. So regardless of which direction you choose, hack the mines along the way. When you surface at the end of the last passage, you come to a new span of the tunnel system. Hop out of the water and proceed on foot.

14: Stalactites



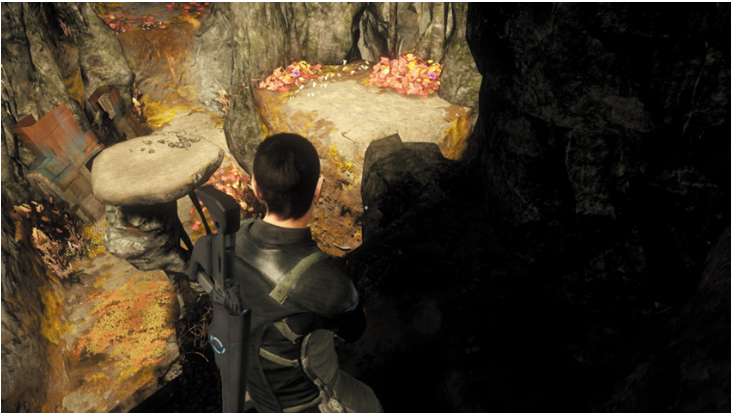
After you emerge from the water, continue forward and scan this large rock formation.

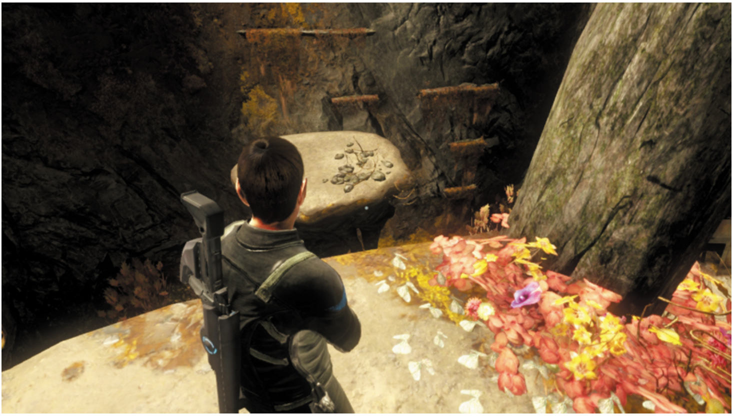
Type: Research Data

Set: The Apple Part 1/Native Geology

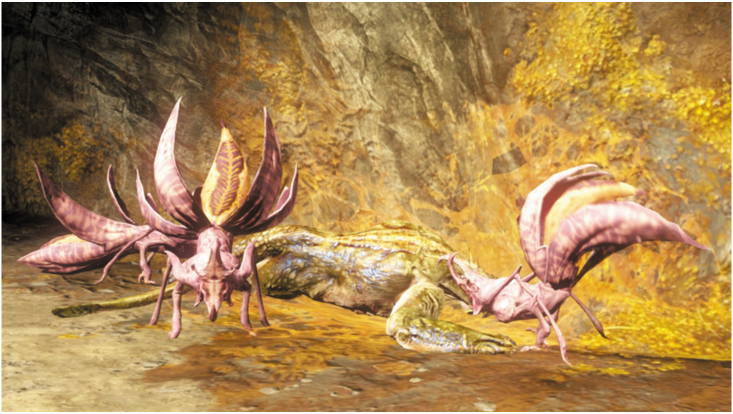
XP: 100

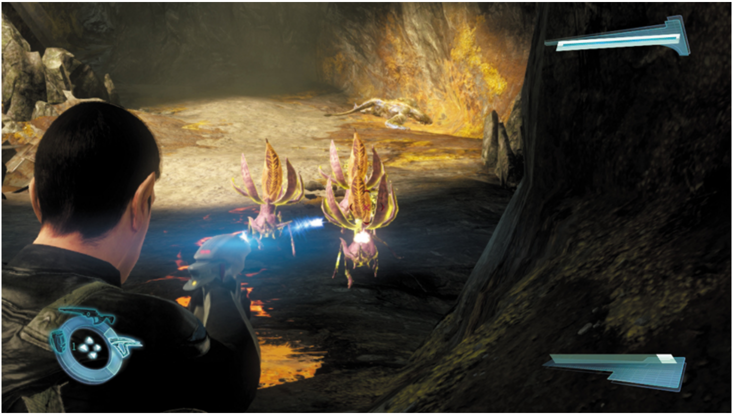
Log Entry: Great, you've found a rock formation. If you're looking for an education about the nuances of geology, you've come to the wrong Scot.





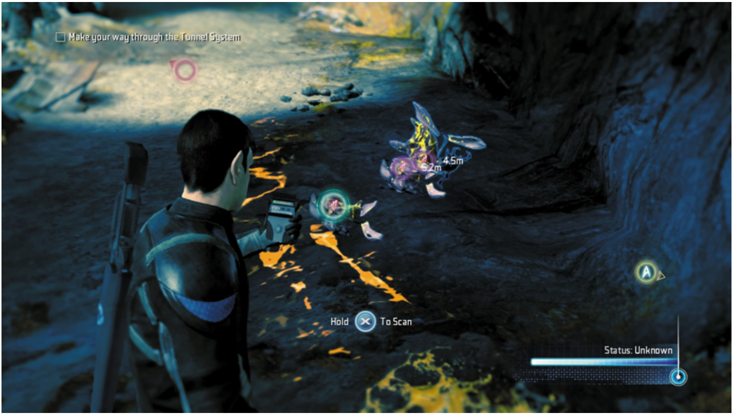
Now you must carefully descend a series of ledges to reach the lower cavern. Drop down to the ledge on the left side of the stalactites. Drop down again, and this time cling to the ledge below. Pull yourself up from the ledge to gain a foothold on a narrow shelf on the cliff's face. From here, leap over to the nearby plateau. Once you land, turn to the left and jump over to the next plateau. From the second plateau, jump toward the cavern wall on the left side and traverse along a series of ledges, and then drop down to the tunnel's floor. Just ahead, perform a boost to lift your partner onto a tall ledge that leads into the next tunnel. Wait for him to pull you up into the tunnel, too.





In the next span of the tunnel you spot a dead Gorn Initiate—it looks like it was attacked by something. Spock reports some kind of life form is just ahead. Keep pressing forward until a cinematic reveals three Gorpions feasting on the corpse of another Gorn Initiate. Open fire on the Gorpions before they get too close—when they're within a few feet, these suicidal creatures explode, inflicting heavy damage. Due to their explosive nature, killing one Gorpion with your phaser can set off a chain reaction, causing nearby Gorpions to explode as well. Therefore, try to hit these enemies while they're bunched up in a group. Otherwise, pick them off individually. But don't get greedy. If they get close, be ready to dive out of the way to avoid taking damage from their eventual explosion.

15: Gorpion



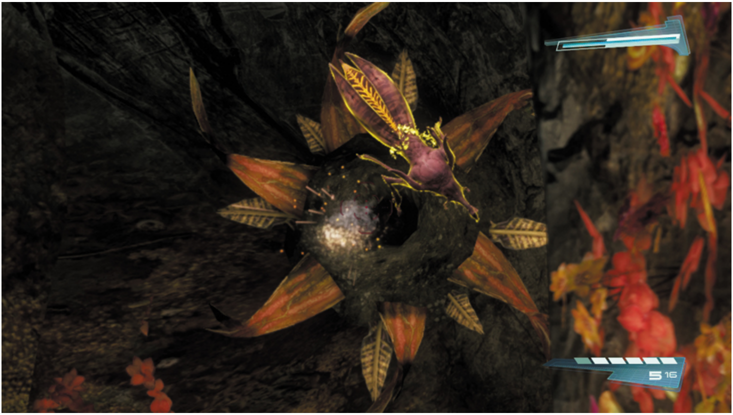
Immediately after killing the three Gorpions, scan one of their carcasses with your tricorder.

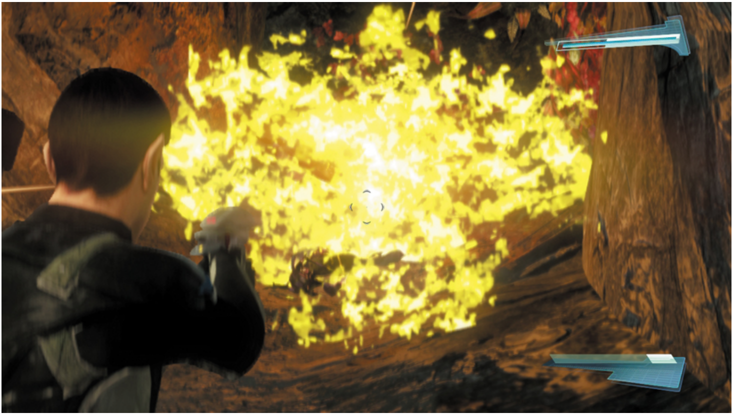
Type: Research Data

Set: Enemies/Gorn Enemies

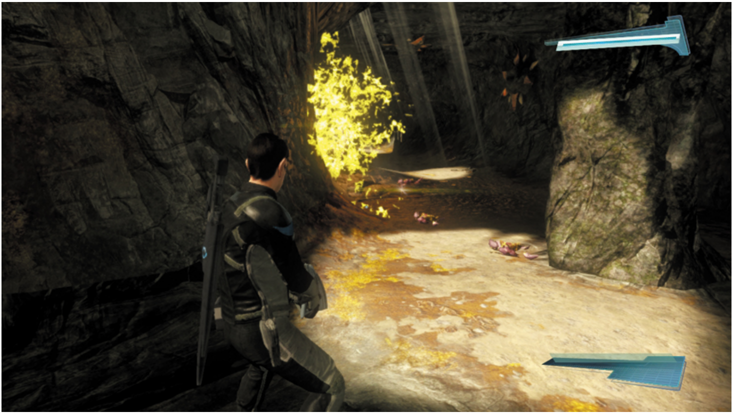
XP: 100

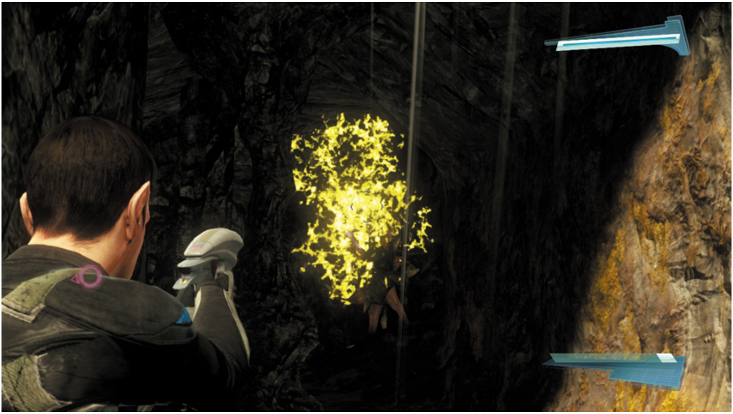
Log Entry: “Gorpion,” get it? “Gorn” plus “Scorpion.” That’s how science works. Don’t try this at home.



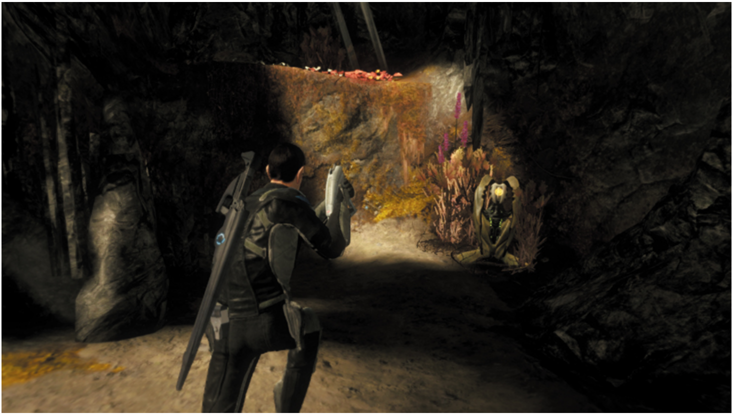


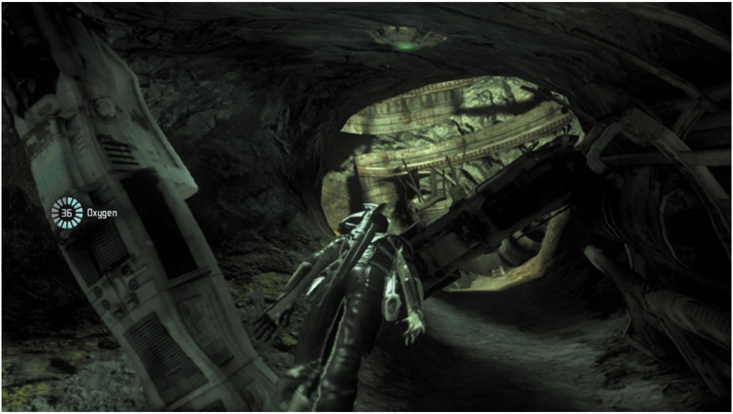
Continue through the tunnel system until a cinematic shows a Gorpion nest attached to the cavern wall ahead. Gorpion nests are best eliminated with your Starfleet Type III Rifle—it only takes two hits. However, don't expect the Gorpions in and around the nest to take your aggression lightly. Immediately after you destroy the nest, switch to your phaser and engage the incoming Gorpions racing along the cavern floor. For best results, use teamwork—have one partner target the nest while the other engages the Gorpions. This tactic will serve you well in the next passage.



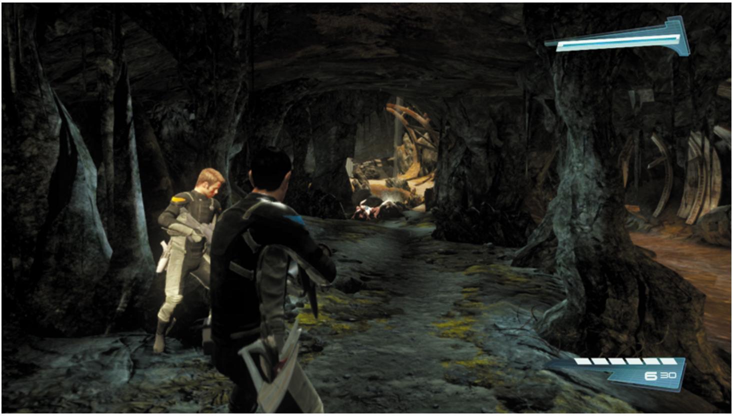


As you advance deeper into the tunnel system, use your tricorder to detect multiple Gorpion nests attached to the walls and ceiling. There's no easy way to slip past this area undetected, so get ready for some quick shooting. Once again, have one partner focus on clearing out the nests using the Starfleet Type III Rifle while the other partner uses his phaser to engage the swarms of Gorpions heading in your direction. Take it slow during this sequence, engaging one nest at a time. Once a nest and its Gorpions are eliminated, use your tricorder to locate the next target. Inch your way through this wide passage and eliminate every nest you encounter along the way.



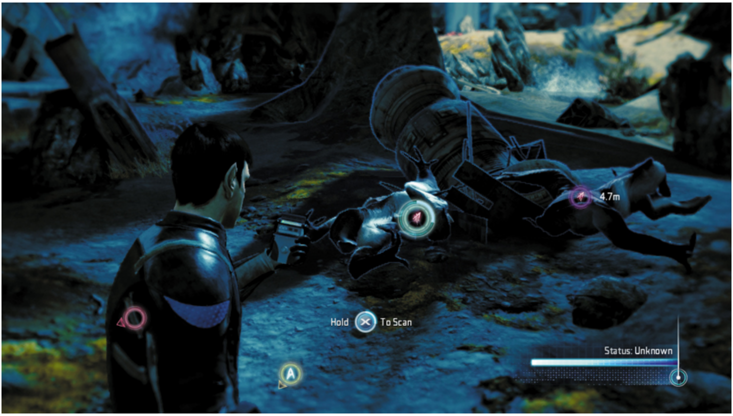


Beyond the Gorpion nests, approach a Gorn Energy Station at the base of a steep ledge. Take a moment to replenish your ammo at the Energy Station, then boost your partner up to the ledge and have him pull you up to the top. Look for a small crawl space in the nearby wall and press the button shown on-screen to crawl through. The crawl space leads to another tunnel with a pool of water. Dive in and start swimming, and use your tricorder to locate and hack three mines along the way.



You emerge from the water in a tunnel occupied by a new creature—a cinematic shows a Gorn Dog attacking and feasting on an unsuspecting Gorpion. Just ahead, two Gorn Dogs feast on a kill. Bones reports that these creatures are indigenous to this planet, but that their DNA appears to be altered, perhaps by the Gorn, to make them more aggressive. Hold back and take aim with your Starfleet Type III Rifle, picking off each Gorn Dog before they can charge you—all it takes is one hit to kill each of these ferocious creatures.

16: Dog



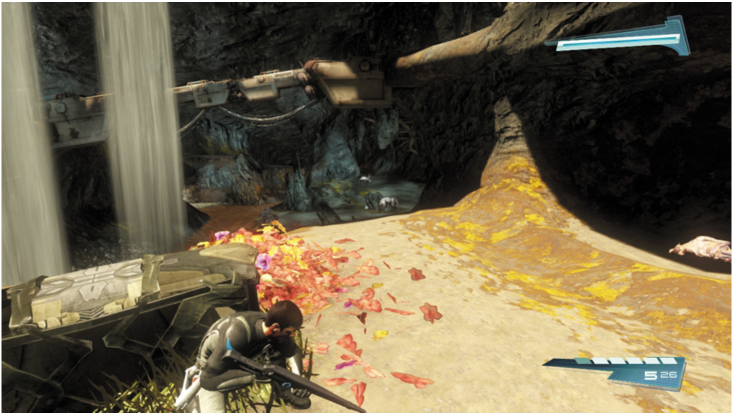
After killing one of the Gorn Dogs, scan its carcass to add another entry to your collection.

Type: Research Data

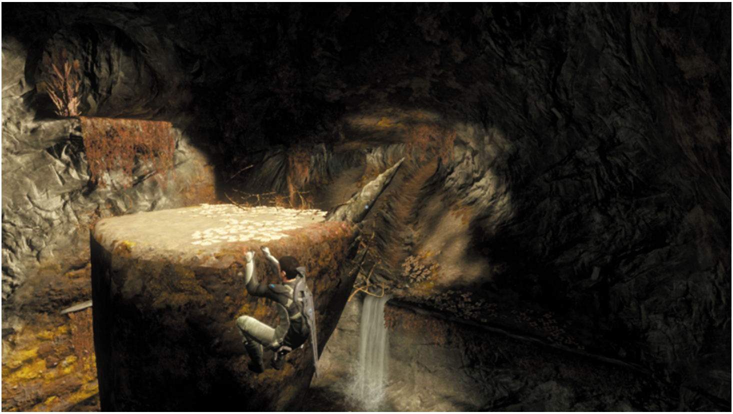
Set: Enemies/Gorn Enemies

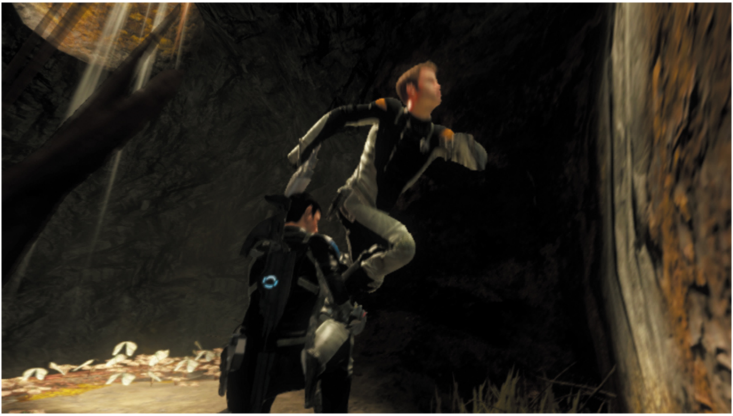
XP: 100

Log Entry: Every advanced alien civilization we find has some version of a dog. It's like some kind of unbreakable rule throughout the universe. Gravity. Speed of Light. Dogs. This one is not one of the friendly ones.



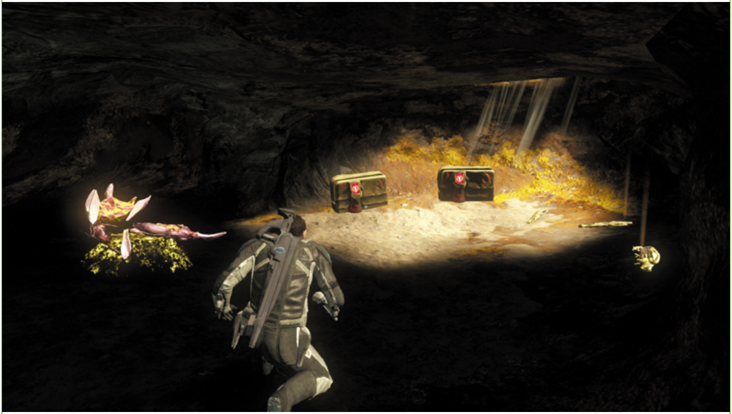
Continue through this passage, inching your way forward while scanning for more Gorn Dogs. The goal is to take out these creatures from long range using your Starfleet Type III Rifle. But in the event a Gorn Dog charges you, stun it with you phaser to stop it dead in it's tracks—temporarily. This gives you time to engage it with your more lethal Starfleet Type III Rifle before it recovers. Stay along the elevated path to the right—this gives you a better view into the next passage, which is ideal for sniping more Gorn Dogs.





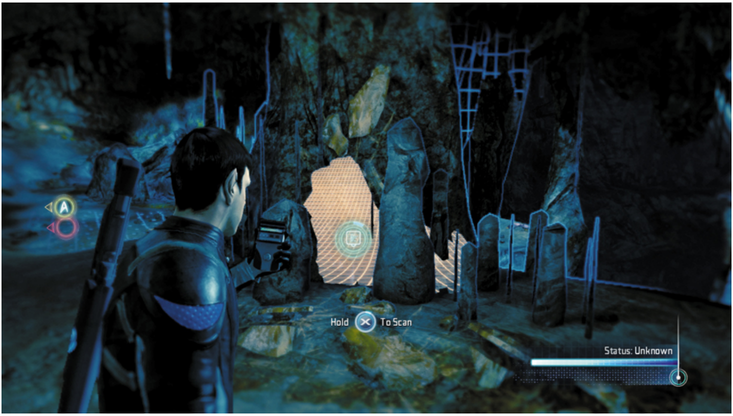
After finish putting your sharpshooter skills to the test by picking off the Gorn Dogs, continue to the end of the passage to approach another obstacle course. Begin by mantling up the ledges straight ahead, then traverse toward the left side of the cave. From the upper ledge on the left, leap over to the pillar-like plateau. Pull yourself up to the top of the plateau and turn to the left. Sprint and leap over to the next set of ledges. Mantle upward over the next few ledges then boost your partner up to reach the next steep ledge. Squeeze through the narrow crevice ahead to enter the next section of the tunnel.

Tip



After pulling yourself up onto the plateau, instead of leaping to the ledges on the left, jump to the ledges straight ahead to enter a cramped crawl space—but watch out for the Gorpion nest along the way. This small tunnel leads to a chamber with two crates containing Plasma Grenades. There's also a couple of Marauders and one Pillager on the ground.

17: Crystal Formation



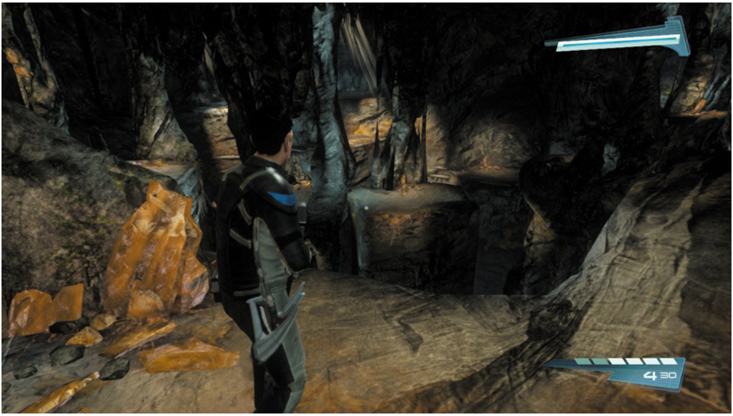
After passing through the narrow crevice in the wall, scan this amber crystal encased in the rock.

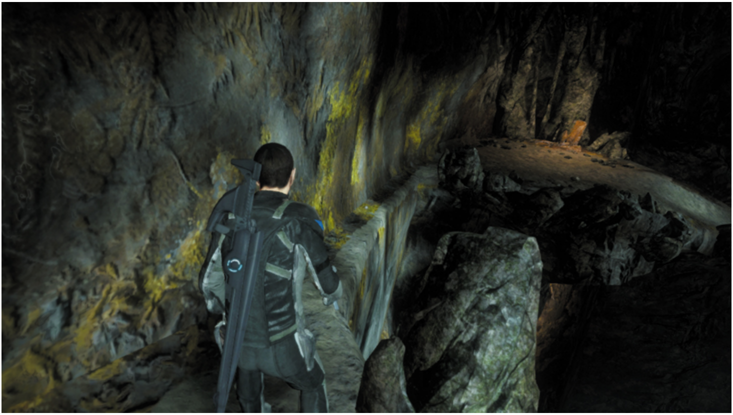
Type: Research Data

Set: The Apple Part 1/Native Geology

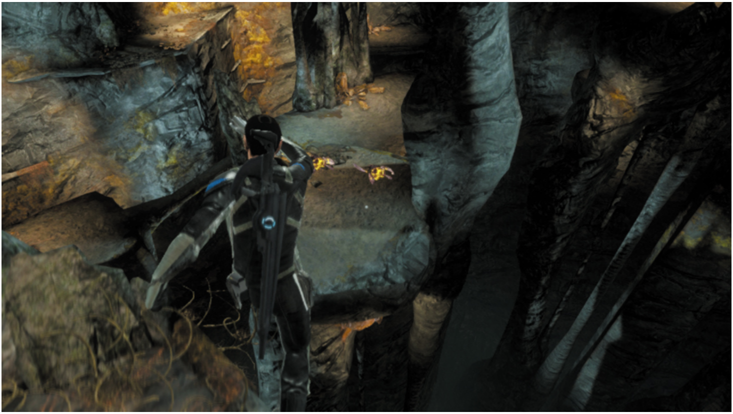
XP: 100

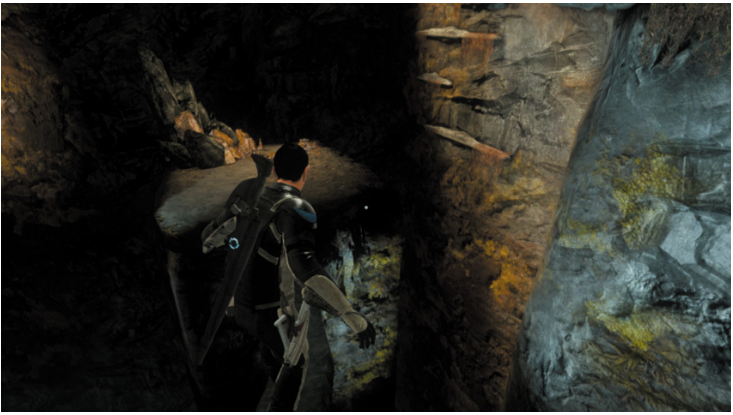
Log Entry: Interesting. Some kind of natural resource that has power-conducting properties. These Gorn are brutal bastards, but may not completely mindless. If we get out of this alive, it will be worth examining this sample more closely.





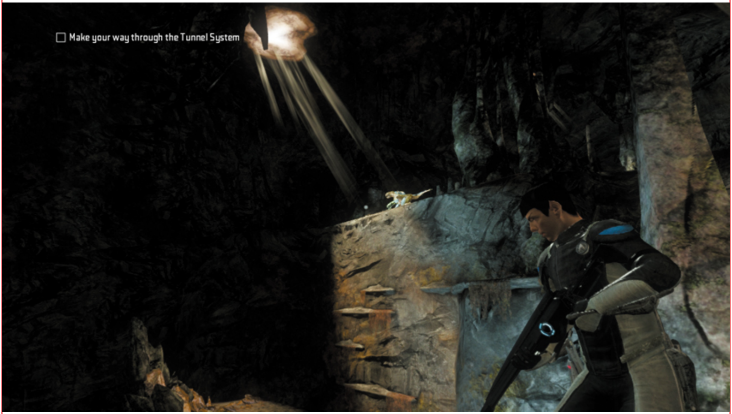
There are two ways across this next span of the cavern—move to the left and stock up on ammo along the way at the nearby Energy Station. Before navigating a series of platforms and ledges, clear out a few hostiles first, using your Starfleet Type III Rifle. There are a number of Gorpions on the platforms below as well as a Gorn Warrior patrolling in the distance. When you're finished sniping enemies, proceed along the narrow ledge on the far left side of the cavern, side-stepping your way to the next path.





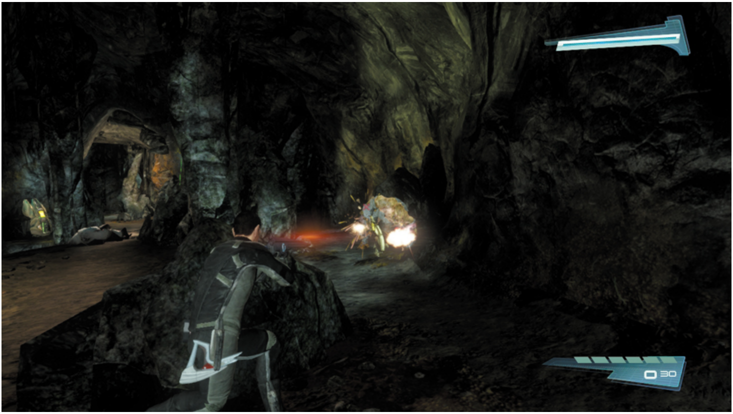
Next, approach the end of the path where you killed the Gorpions and leap over to the plateau below. On the plateau, turn to the left and advance across the narrow rock bridge, crossing it like you would a balance beam. Now jump over to the series of ledges on the right—sprint before jumping to ensure that you make it across. Mantle up the ledges and traverse to the right. Pull yourself up onto the next ledge, then wait for your partner to give you a boost up to the top of the final ledge. Heal yourself using the Med Station at the top of the cliff before advancing into the next tunnel.

Caution

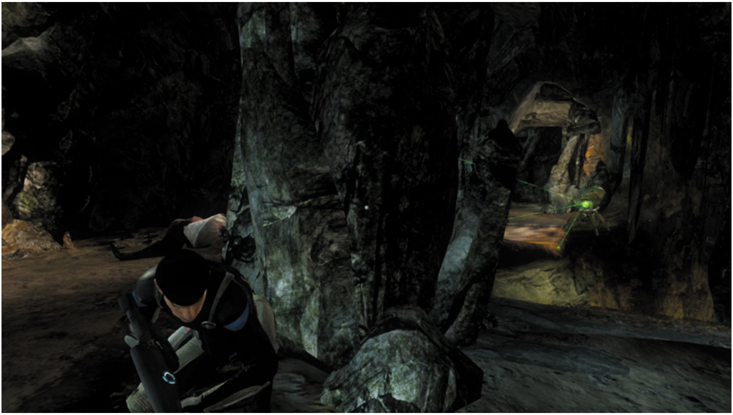


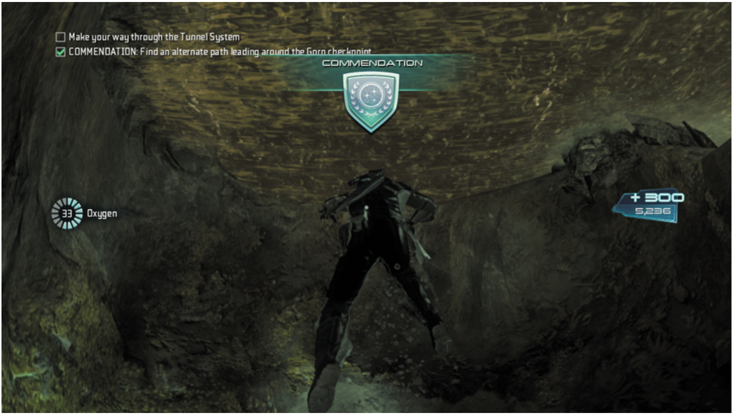
If you didn't pick off the Gorn Warrior earlier, take him out before you cross the narrow rock bridge. He patrols the area just above the series of ledges, atop the steep cliff.

Commendation: Find an alternate path leading around the Gorn checkpoint



Drop to a crouch and quietly advance through the next passage, staying behind cover. A Gorn checkpoint is just ahead and it's being monitored by a turret, a Gorn Dog, and a Gorn Warrior. Start by sniping the Gorn Warrior and the Dog using your Starfleet Type III Rifle. Kill each creature with a single shot. If you act quickly, you can eliminate both targets before they have a chance to respond. But if you miss, be ready to engage these threats at close range when they rush your position. Hold back behind cover and keep firing—at this range, blind firing the Starfleet Type III Rifle is preferable than aiming it through the scope view.

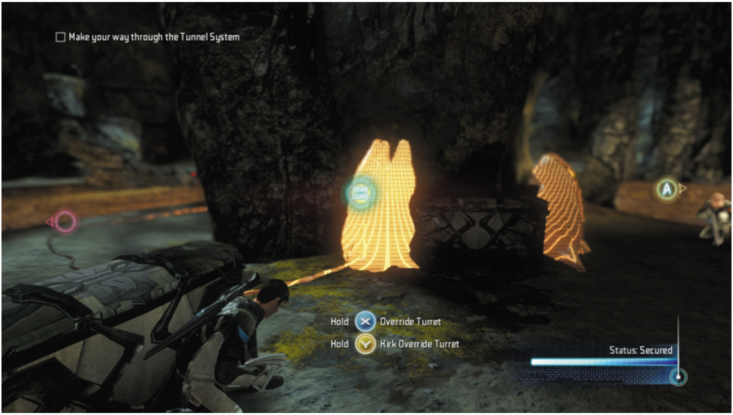




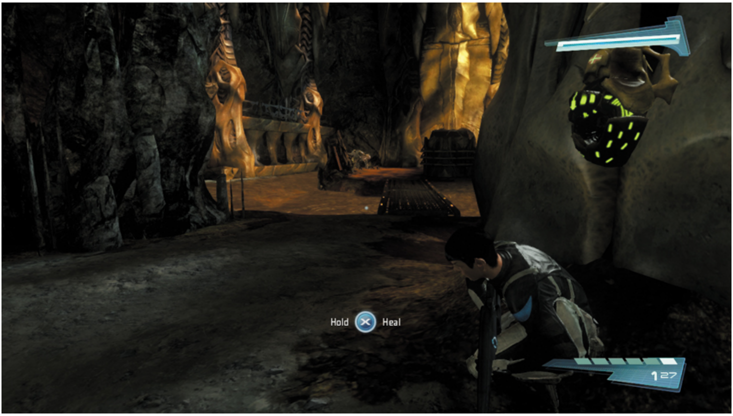
☐ Make your way through the Tunnel System

☑ COMMENDATION: Find an alternate path leading around the Gorn checkpoint

With the Gorn Warrior and Gorn Dog out of your way, cautiously advance toward the turret at the far end of a stone bridge spanning a pool of water. If you want to earn the commendation, you'll need to find a way to slip past this turret. Take cover behind the rock on the right side of the tunnel, just before the stone bridge. Watch the turret pan left and right, scanning the passage with its three green detection beams. As the turret pans to the left, step out of the right side of cover and dive into the water beneath the stone bridge. If you move quickly, you can avoid detection. There are three mines in this underwater passage, so be ready to hack them with your tricorder. Once you swim past the mines, proceed through the underwater cavern and surface behind the Gorn checkpoint. Taking this route earns you the commendation and 300 XP.

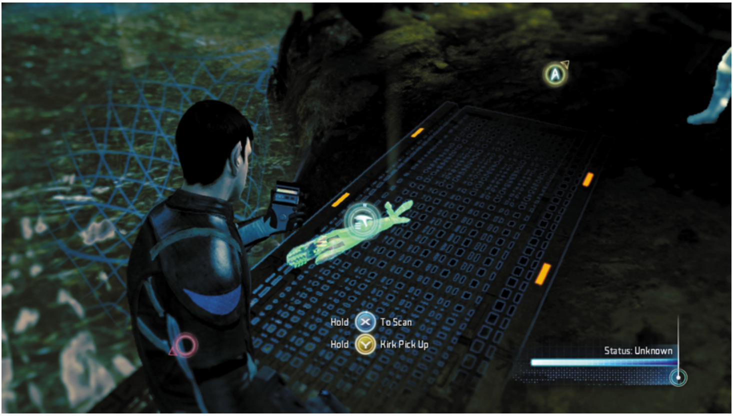


☐ Make your way through the Tunnel System



After emerging from the underwater cavern, stay low and remain quiet. There are multiple enemies in this area, including two Gorn Warriors that guard the nearby door. Take cover behind the crate and override the turret control station next to an Energy Station. Once it's overridden, the turret opens fire on all enemies in the chamber, mowing down a Gorn Dog and the two Gorn Warriors near the door. Stay behind cover and flank the Gorn Warriors, sniping them with your Starfleet Type III Rifle. Make your shots count—one of the Gorn Warriors is armed with an Arc Driver, a very powerful and destructive energy weapon.

18: Arc Driver



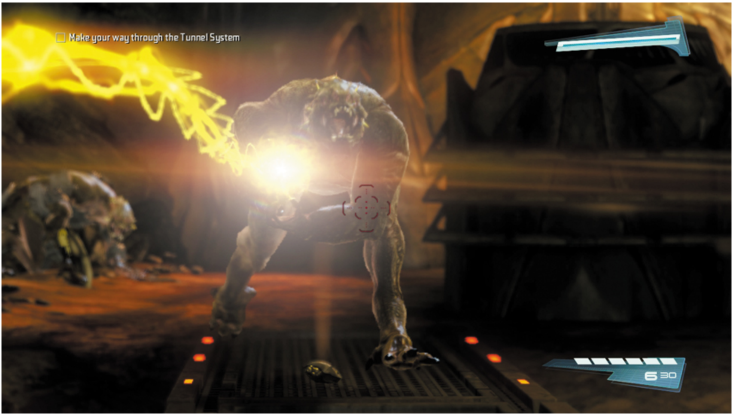
One of the enemies guarding the door is armed with an Arc Driver—scan it to complete the Gorn Weapons set.

Type: Research Data

Set: Weapons/Gorn Weapons

XP: 100

Log Entry: A ranged energy weapon of considerable destructive power. If you see one coming, looking for cover should become your priority. I can almost respect the ingenuity that went into this one. Almost.



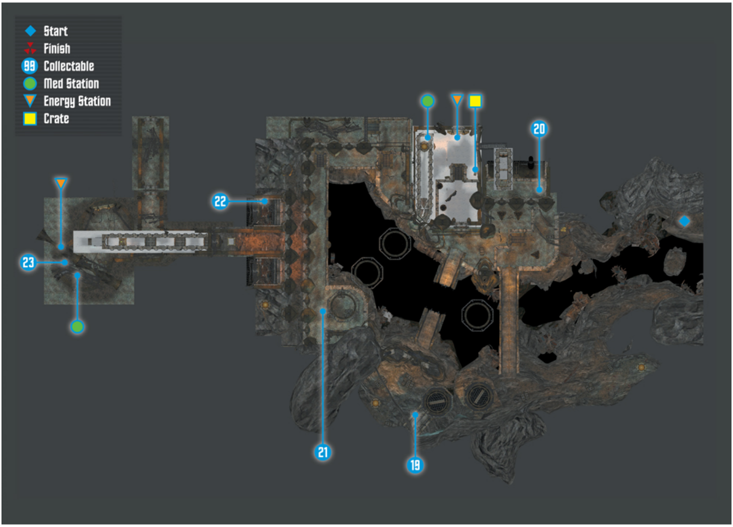
Caution

Locate the Gorn Warrior armed with the Arc Driver and take him out immediately. This weapon fires a continuous beam of yellow energy that inflicts massive damage if it makes contact. Like the Marauder, this is an excellent weapon for direct, close-quarters assaults and is ideal for engaging multiple enemies. But it lacks the finesse and precision of the Starfleet Type III Rifle, so consider leaving the Arc Driver behind for now.

As the turret continues targeting enemies in this chamber, approach the door previously guarded by the Gorn Warriors. Before you can open the door, you must hack the terminal on the right. Following the hack, access the terminal again to unlock the door. Beyond the door, give your partner a boost up to the ledge on the left. Once on your feet, move toward the door at the end of the passage to complete your journey through the tunnels.

The Apple Part 2

Gorn Labs



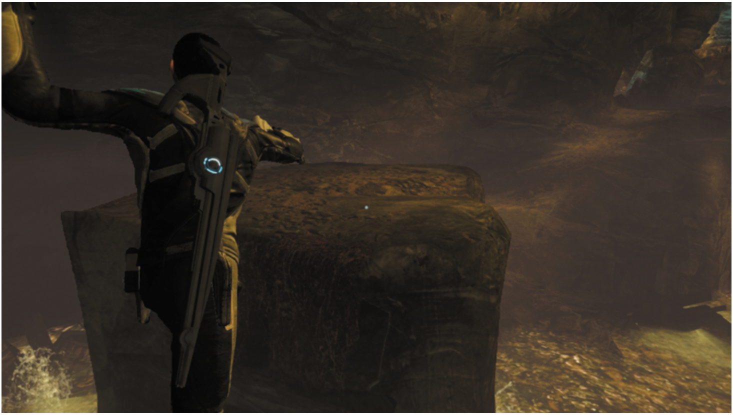
Open this map in a new window

Collectables Checklist

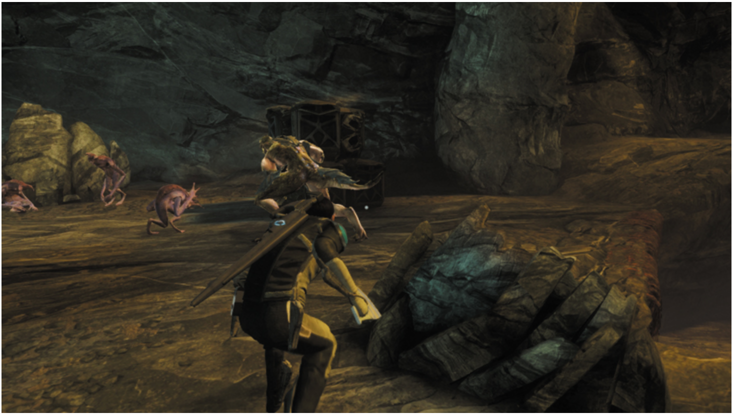
#	Name	Type	XP
19	Instruments of Science? (1 of 3)	Research Data	100
20	Instruments of Science? (3 of 3)	Research Data	100
21	Instruments of Science? (2 of 3)	Research Data	100
22	Tribble (5 of 7)	Tribble	250
23	Daniels's Audio Log #7	Audio Log	50

New Objective: Access the Complex

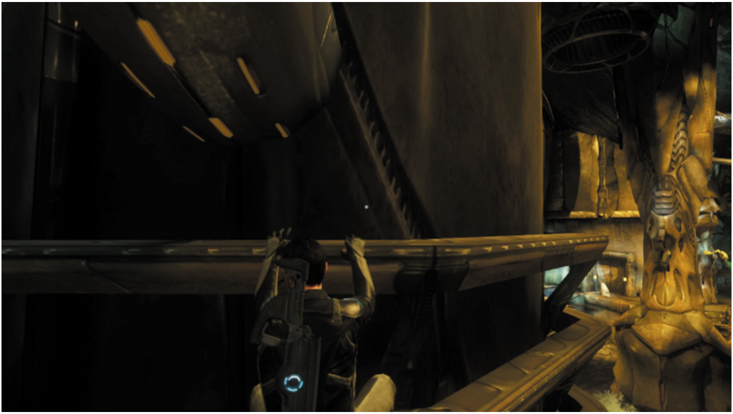
Commendation: Find an alternate path into the complex



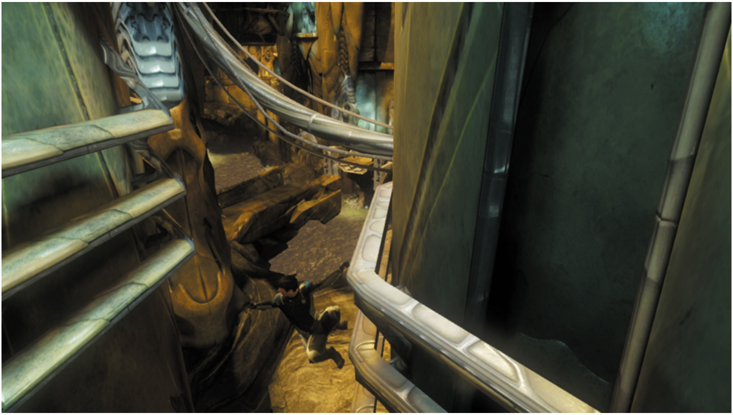
Expect a heavy Gorn presence in the cavern ahead; you're getting closer to the complex where T'Mar is being held. While you can rush through this next area with guns blazing, it's much safer (and easier) to take a stealthy approach and advance without being spotted. Triggering an alert will only results in the appearance of more Gorn reinforcements that make a direct assault much more dangerous. Start by advancing to the ledge above a rushing stream. Sprint then jump toward the plateau in the middle of the stream and pull yourself to the top. From the plateau, sprint and leap again to land on the stream's opposite bank.

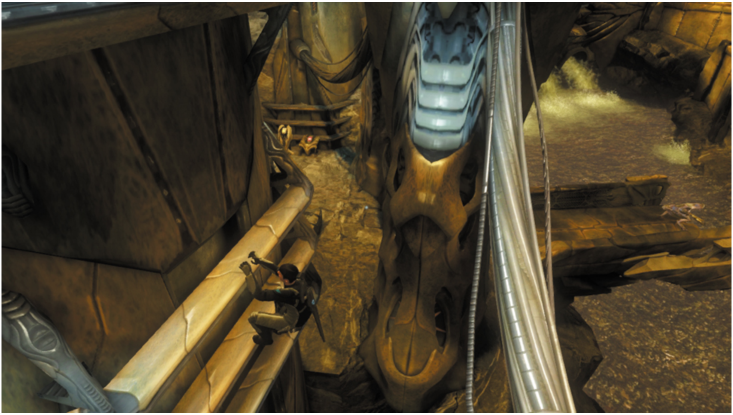


Once there, crouch and creep along the path, following behind a patrolling Gorn Warrior. When the Gorn Warrior pauses near a group of Lymax slaves, sneak up behind him and perform a silent takedown. Spock fears the Gorn will enslave the rest of the galaxy if they harness the power of the Helios Device—yet another reason to secure the device.

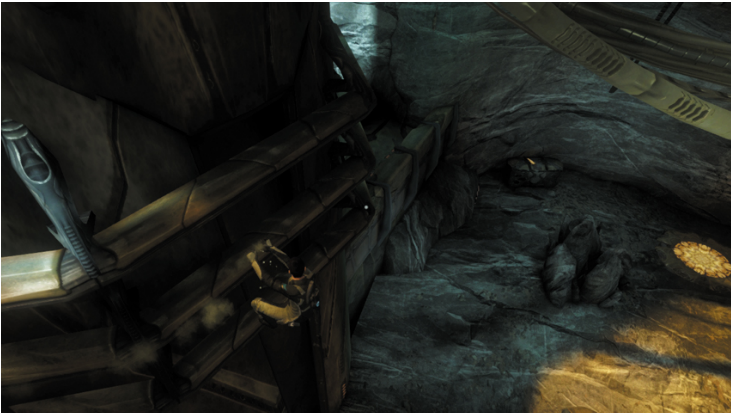


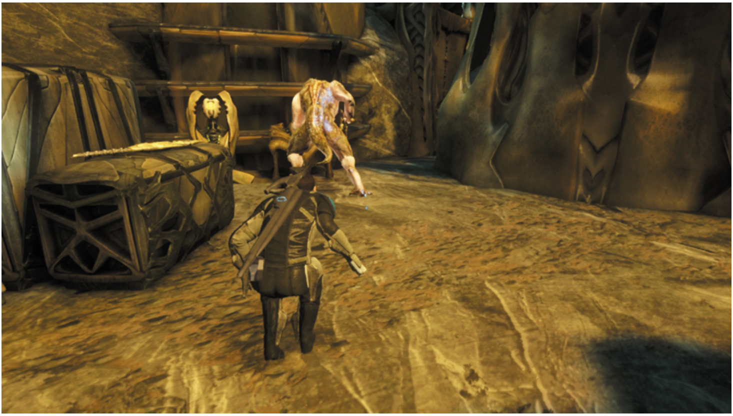
Pause near the incapacitated Gorn Warrior and watch the bridge ahead. It's patrolled by a lone Gorn Observer—you do not want this enemy to spot you, so stay behind cover. When the Gorn Observer resumes his patrol along the bridge, moving to the right, step out of cover and continue along the path toward the bridge. But instead of stepping onto the bridge and following the Gorn Observer, leap up onto a ledge straight ahead, behind a stack of crates. Pull yourself up a couple of ledges until you reach the base of a tower. The tower is encircled with three ringlike ledges. Leap up to the third ledge, and begin traversing to the left, before the Gorn Observer turns around and spots you.





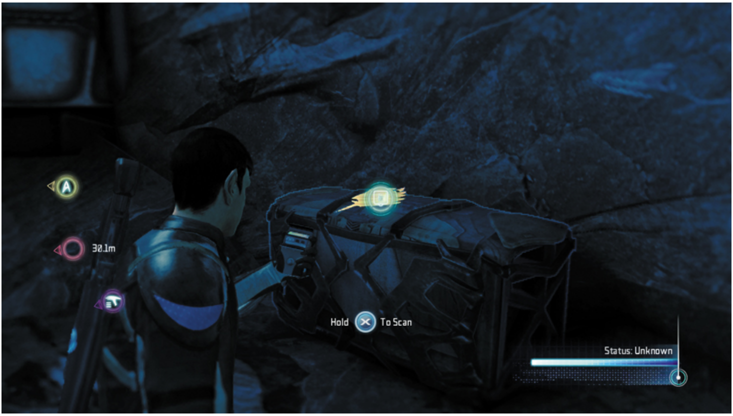
As you traverse left along the tower's ledge, a second tower comes into view. Keep traversing left until the second tower is directly behind you. Next, reach out toward the second tower and jump to grab hold of its lower ledge. Mantle up to the second tower's top ledge, then traverse to the right. But keep an eye on the Gorn Warrior below. Wait for him to move behind the security camera console (with his back turned) before moving any farther—you don't want him to spot you while you're perched on the tower. He patrols the extendable bridge on the right as well as the room with the security camera console.





As the Gorn Warrior moves to the left and steps behind the security camera console below, traverse along the tower to the right and descending into the alcove behind the Gorn Warrior. While the Warrior is still standing in front of the security camera console, sneak up behind him and perform a silent takedown—he drops an Arc Driver. Take a moment to look around this area for a few goodies. The security camera console can be accessed to view the area on the opposite side of the extendable bridge. There's also a crate containing a Plasma Grenade and an Energy Station in this room. A Railer also sits atop one of the crates in the middle of the room. Don't forget to scan the collectable in the corner.

19: Instruments of Science? (1 of 3)



This object is sitting on a crate, across the room from the Energy Station.

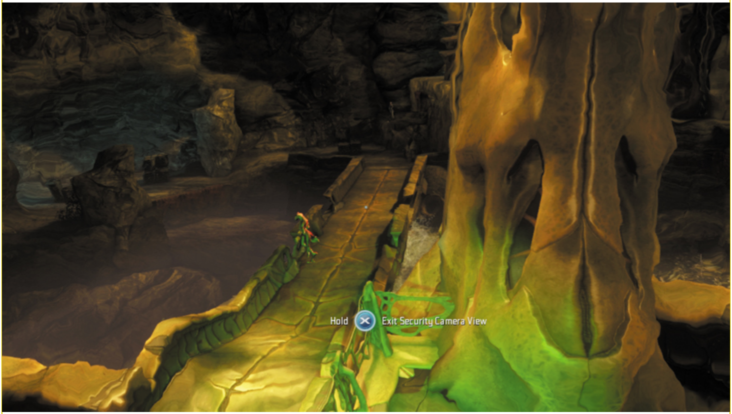
Type: Research Data

Set: The Apple Part 2/Instruments of Science

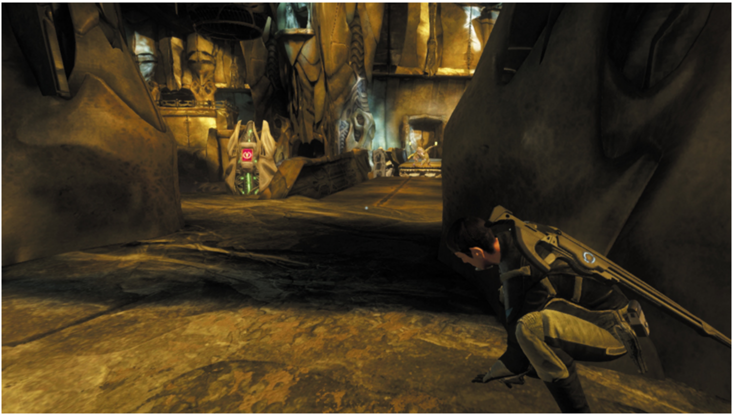
XP: 100

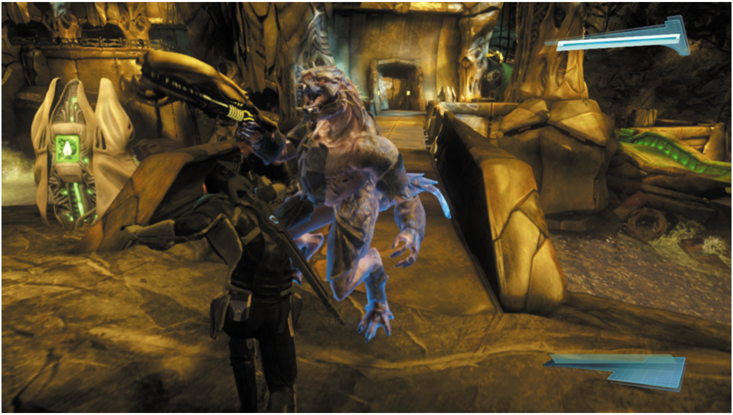
Log Entry: I very much want to say this is a scientific tool. But based on what we've seen of the Gorn so far, I shudder to think what its true purpose is.

Note

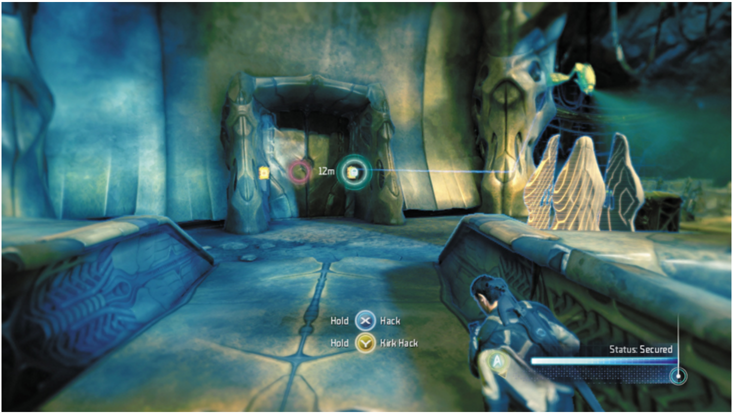


Interact with the security camera console to get a view from the camera's perspective on the opposite side of the canyon. This allows you to see the Gorn Observer patrolling the bridge you bypassed earlier. Unfortunately, the camera cannot be deactivated from this console.

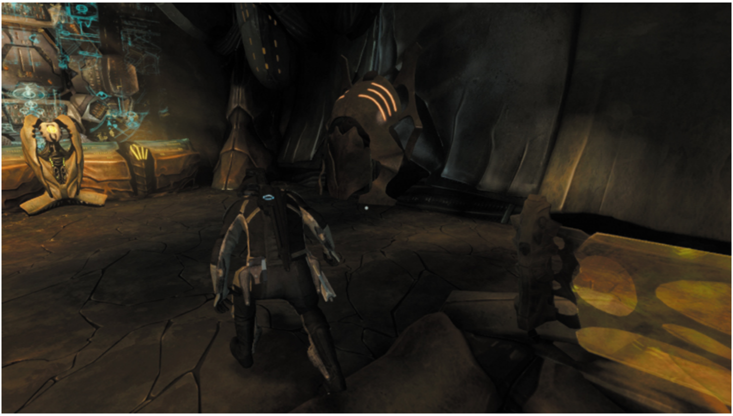




Once you're done looting the room, turn to the extendable bridge. Stay behind cover and locate the console on the left side of the bridge—use your tricorder on the console to extend the bridge. This allows the Gorn Warrior patrolling the opposite side to approach your position. Stay concealed behind cover as he approaches and stops near the control console. Wait for him to turn around and resume his patrol, then sneak up behind him and perform a takedown. But if you fear you may be spotted, stun him with your phaser to prevent him from raising an alert, then perform the takedown before he can recover.



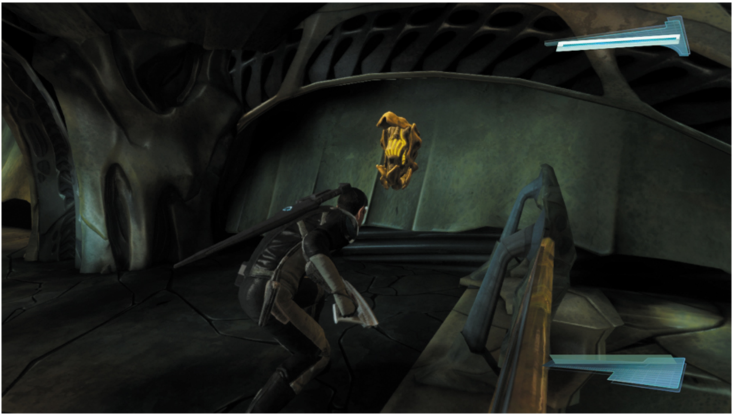
Now advance along the extended bridge, staying low to avoid detection by the Gorn Observer still patrolling the bridge on the right. The security camera you accessed earlier is posted on a wall just ahead, panning left and right. As long as you stay low and on the bridge the camera can't see you. Instead, turn your attention to the door straight ahead and hack it with your tricorder—you'll need the assistance of your partner to complete this hack. Once the hack is complete, make sure the Gorn Observer is out of sight before you make a move for the door.



Upon entering the room, ascend the ramp and move toward the Energy Station—there's a couple of crates in here, too, and each contains a Pillager. On the right side of the Energy Station is a small vent. Unlock the hatch covering the vent, and crawl inside. Advance through the crawl space, open another hatch, and then drop down through an opening in the floor.

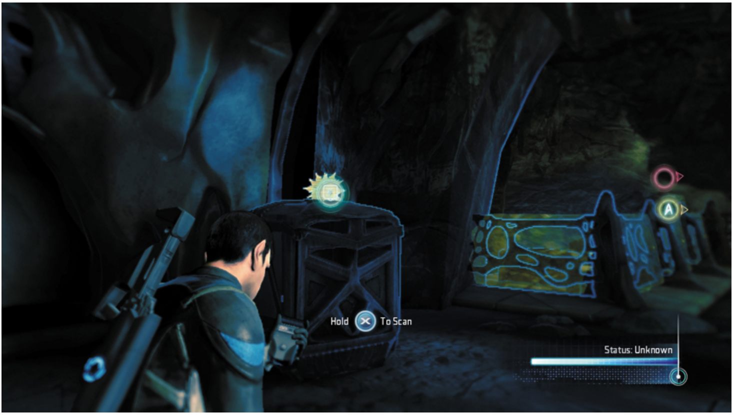
Note

You need to enter the vent only if you want to obtain the Instruments of Science? (3 of 3) collectable outside. Otherwise, bypass the vent altogether and proceed to the teleporter pad.



You're now back outside, on the other side of the security camera. Take cover behind the nearby wall and scan your surroundings to make sure the Gorn Observer isn't nearby. When the area is clear, turn to the right to locate the security camera control panel. Hack it with you tricorder to disable the security camera.

20: Instruments of Science? (3 of 3)



After hacking the security camera, turn around from the console to find this device resting on a crate—scan it with your tricorder.

Type: Research Data

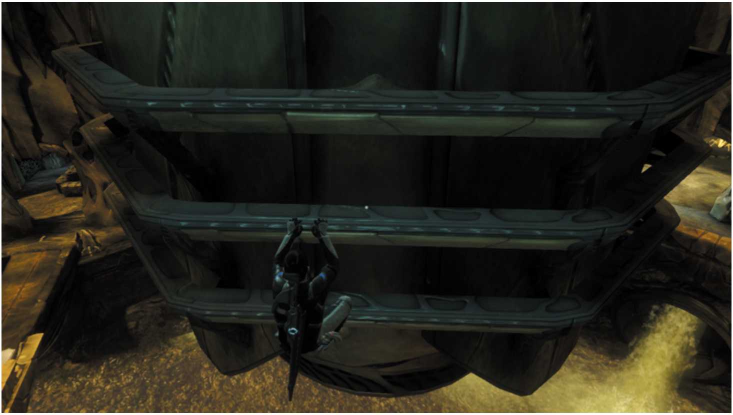
Set: The Apple Part 2/Instruments of Science

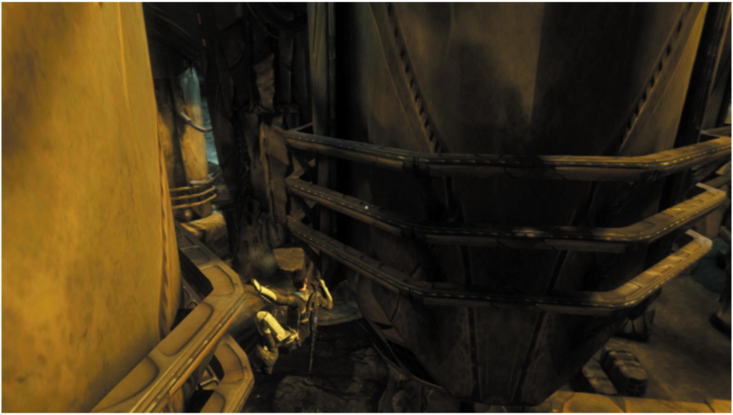
XP: 100

Log Entry: Bones has some genuinely spine-tingling instruments (literally and figuratively) at his disposal in Sickbay, but even the good Doctor would be unnerved by the look of these Gorn tools.

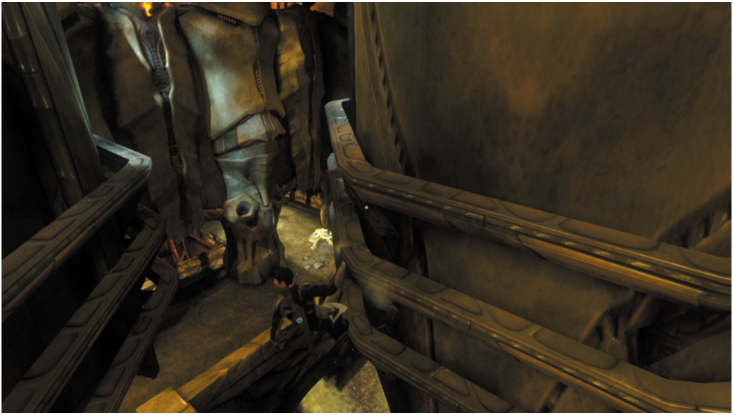
Hold ✕ Teleport

Now, return to the room with the Energy Station. Be careful to avoid detection by the patrolling Gorn Observer. You can either receive a boost from your partner, and enter through the hatch in the ceiling to return through the crawl space, or you can simply walk through the door you hacked earlier—with the security camera disabled, you can now reach the door from this location without trigger the alert. Once inside, locate an active Gorn teleporter pad that emits a yellow glow. Step onto the pad and press the button shown on-screen to activate it.

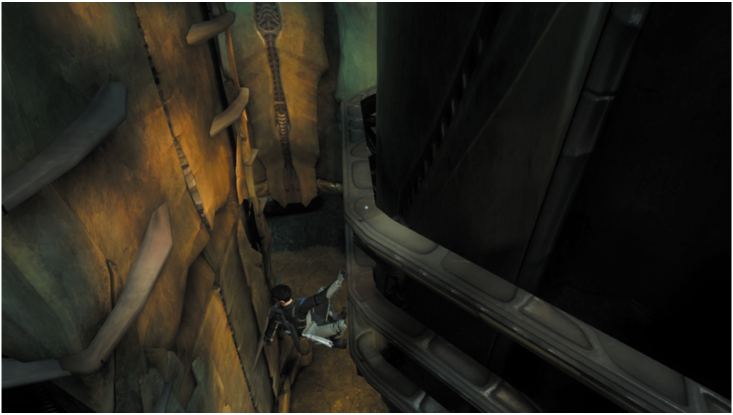


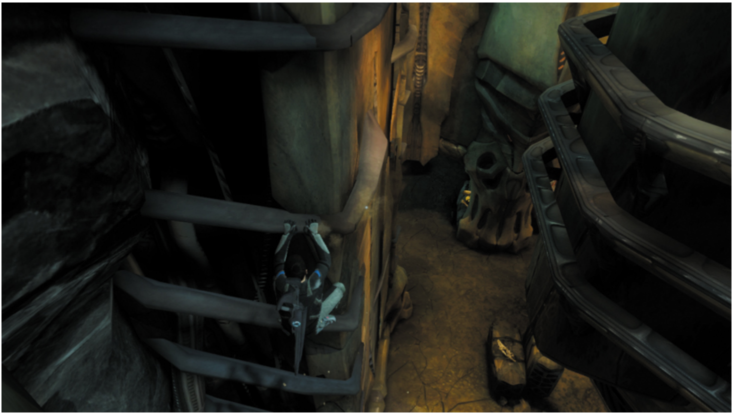


In a flash, you're teleported to a cramped tunnel high above the next chamber. Multiple enemies patrol the room below. But thanks to your use of the teleporter pad, you can bypass them all by carefully advancing across the top of the room. Advance to the end of the tunnel then sprint and jump toward the pillar suspend from the ceiling, grasping one of its three ledges—these ledges look just like the ones ringing the two towers you encountered earlier. Traverse to the left, along the pillar's ledge until another pillar comes into view. Keep traversing until the new pillar is directly behind you, then leap across to grasp it.



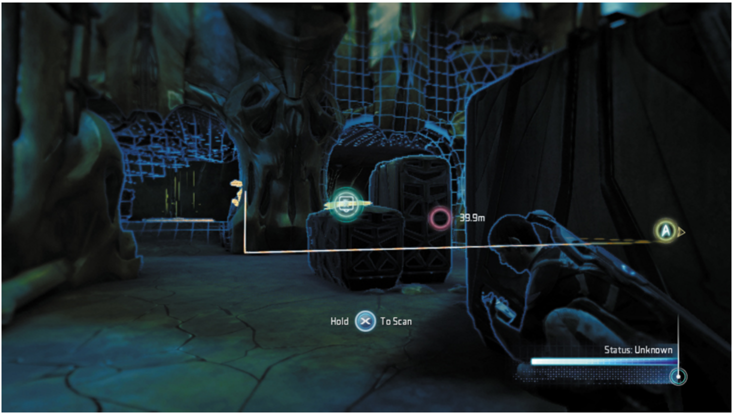
Once on the second pillar, traverse to your left to avoid being spotted by the enemies patrolling below. As a third pillar comes into view, pause and monitor the movements of a Gorn Warrior below. Before making a move to the third pillar, make sure this enemy is looking away from you. As the Gorn Warrior moves away, place yourself between the second and third pillars, then leap across the gap.





Now on the third pillar, traverse to the left, staying out of sight of the enemies below. As you move to the opposite side of the pillar, a wall comes into view, adorned with several ledges. Keep an eye on enemy movement below and wait for an opening. When it's clear, traverse along the ledge until the wall is directly behind you, then leap across and grab one of the ledges. Once on the wall, traverse along the ledge to the left, moving around the corner to remain concealed. From here, simply drop down from one ledge to the next until you reach the floor below.

21: Instruments of Science? (2 of 3)



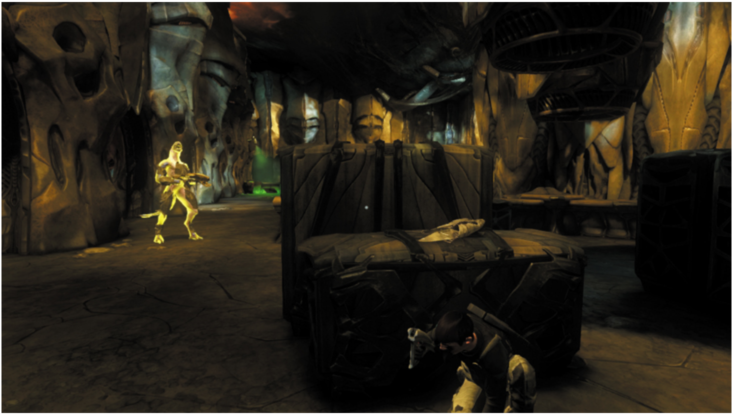
Take cover behind the crate and scan the object resting atop a smaller crate nearby.

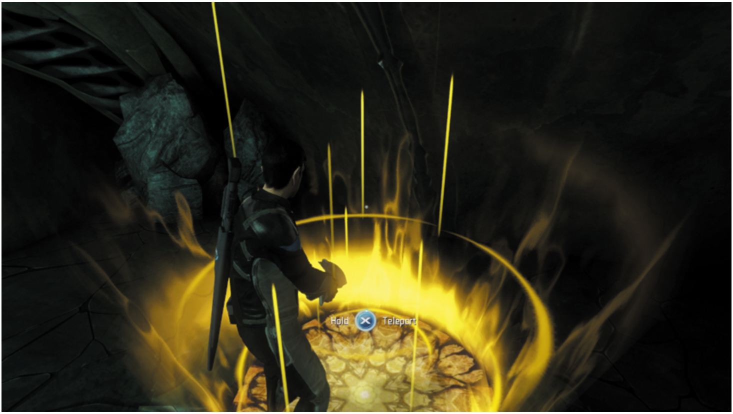
Type: Research Data

Set: The Apple Part 2/Instruments of Science

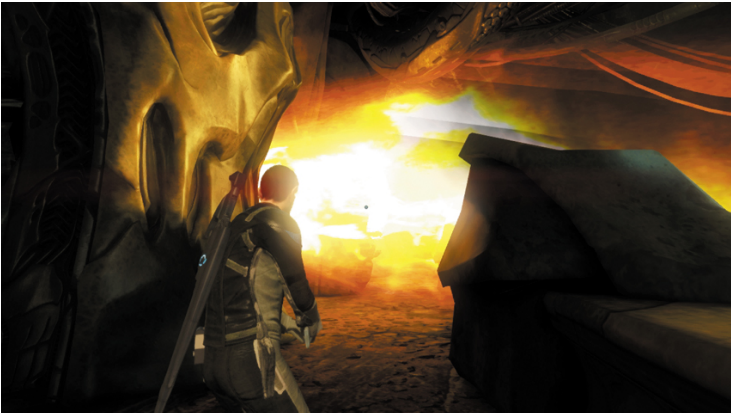
XP: 100

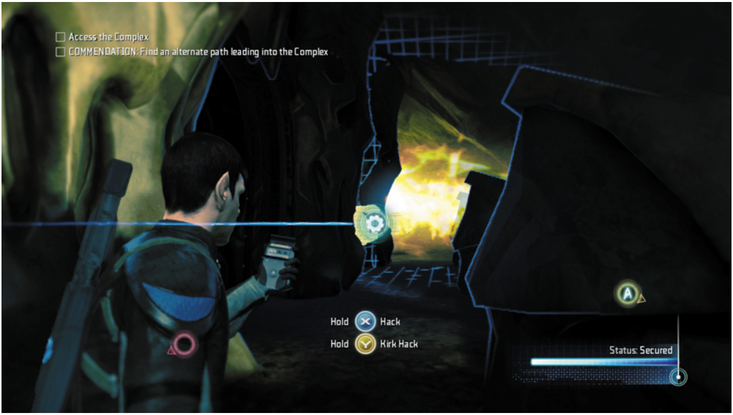
Log Entry: Starfleet optimistically imagines that we can learn something new and useful from every species we encounter. I'm starting to think the Gorn are the exception to the rule.





As the nearby Gorn Warrior moves away from your position, transition to the crate holding the collectable you just scanned. Pause here for a moment and wait for the Gorn Warrior to complete another circuit. As he moves away, move into the alcove on the left, which containing another Gorn teleporter pad as well as a turret control station. Resist the urge to hack the turret, unless you really want the XP. Instead, proceed to the teleporter pad and activate it to exit the chamber without raising an alert.

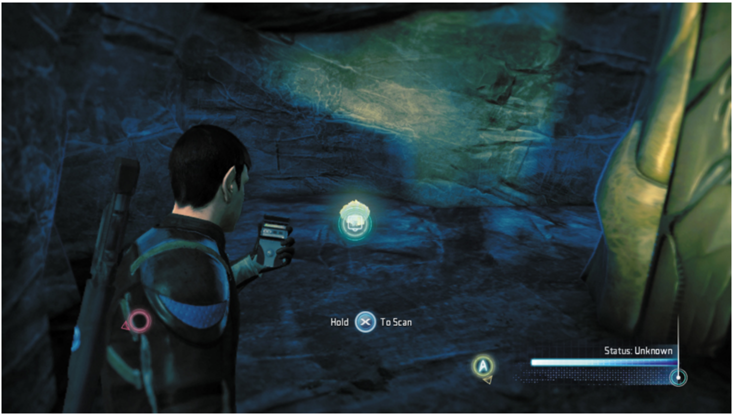




☐ Access the Complex
☐ COMMENDATION: Find an alternate path leading into the Complex

The teleporter takes you to a passage blocked by three fiery jets. The jets emit flames for a few seconds before temporarily shutting off. While you can time your movements to pass by each jet when it's inactive, it's safest to hack the controls for each jet. Use your tricorder to scan through the flames and locate a console beyond each wall of flames. Hack each console to deactivate all three corresponding jets.

22: Tribble (5 of 7)



After hacking the third and final jet, enter this dark alcove nearby to locate another well-hidden Tribble.

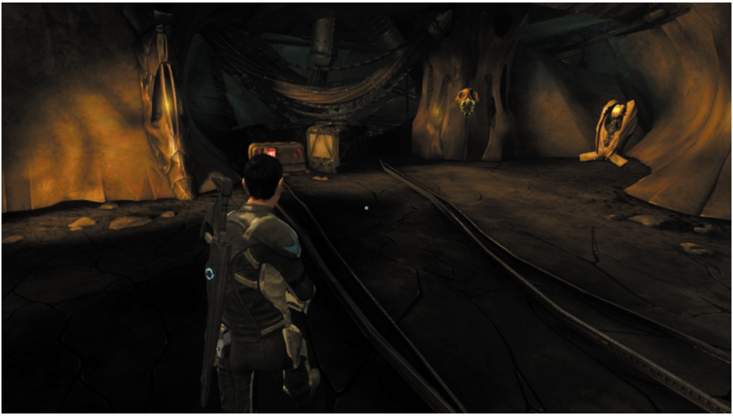
Type: Tribble

Set: Tribbles/Tribbles

XP: 250

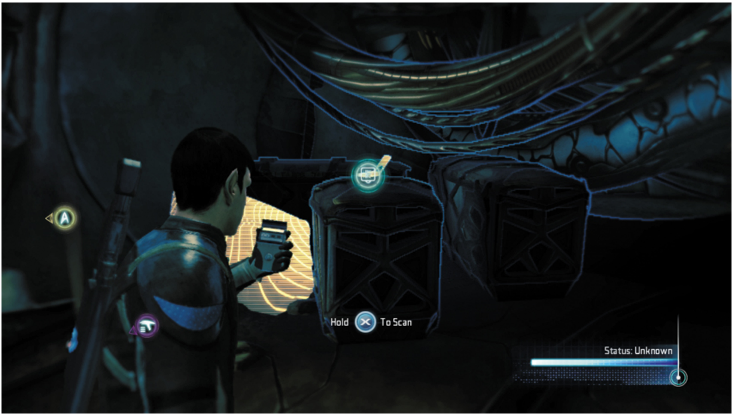
Log Entry: As luck would have it, the Enterprise had just found itself in orbit around the Tribbles' home planet of Geminorum IV. Additional Tribbles were brought back aboard for examination, and we determined that exposure to cold temperatures slowed the Tribbles' metabolism enough to halt their reproductive cycle. The information was relayed back to Earth, and the Tribble invasion was contained in time by mass-freezing the sea of fuzzy invaders that had overwhelmed the Academy.

COMMENDATION
+300
6,950



After locating the Tribble, backtrack to the middle passage that was once roasted by a jet. At the end of the passage, just below the dormant jet, is an hatch in the floor. Access the ladder in the hatch and climb down to the bottom. Along the way you earn the commendation for finding an alternate path, worth 300 XP. At the bottom of the ladder, advance through a short tunnel and open a hatch in the floor at the end, and drop down into the room below. The room contains a Med Station and an Energy Station as well as a crate containing a Marauder.

23: Daniels's Audio Log #7



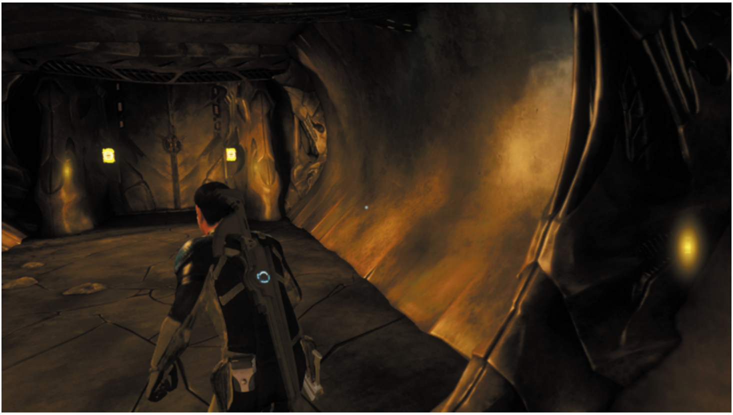
This audio log is resting on a crate, to the left of the Med Station.

Type: Audio Log

Set: The Apple Part 2/Logs

XP: 50

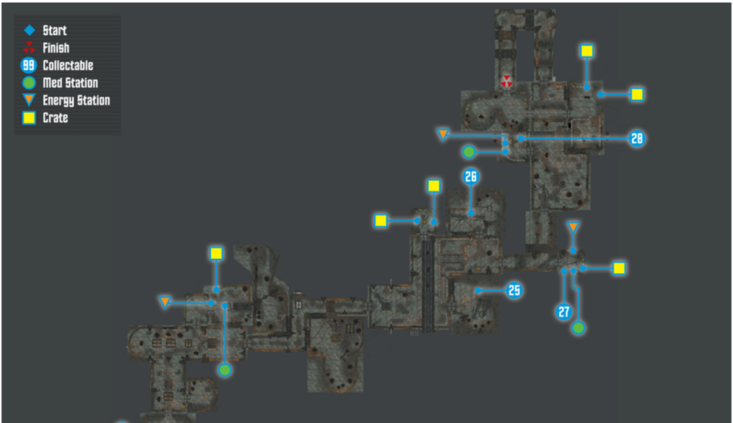
Log Entry: The worst has happened. My Starbase is in ruins. My shuttle crew has been captured by the Gorn. They've begun torturing us for information but we don't know what they want. And the worse part is that all of this is my fault. These things came through the tear in space time that I was so eager to explore. But how was I to know? How could anyone know? I was acting in the best interest of Starfleet! But now we've made an enemy that I'm not sure even Starfleet can withstand.



Once you've scanned the audio log, exit the room by hacking the door's control panel. In the next corridor, turn left. Don't go straight—it leads back to the same chamber patrolled by the Gorn that you just successfully bypassed. Work with your partner to hack the door on the left. Once hacked, pass through the door and advance through the next corridor to enter the complex where T'Mar is being held. From the sounds of it, Commodore Daniels was captured as well.

The Apple Part 3

Complex Laboratories



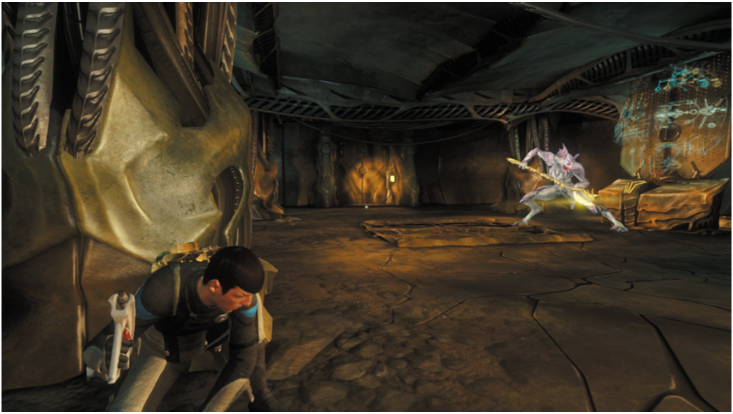
Open this map in a new window

Collectables Checklist

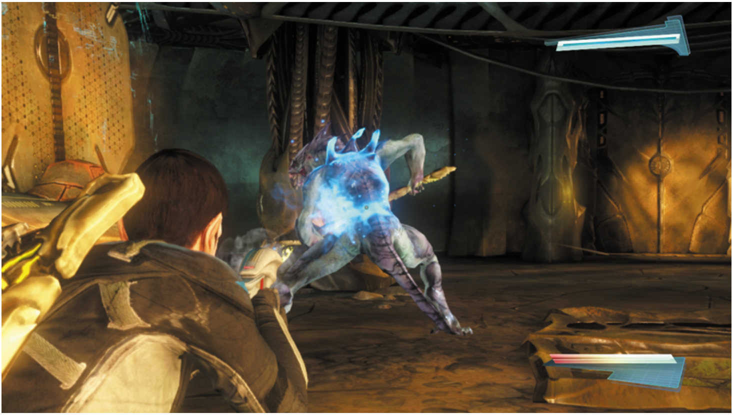
#	Name	Type	XP
24	Gorn Guardian	Research Data	100
25	Instruments of Pain (1 of 2)	Research Data	100
26	Crew Member's Audio Log	Audio Log	50
27	Daniels's Audio Log #8	Audio Log	50
28	Instruments of Pain (2 of 2)	Research Data	100

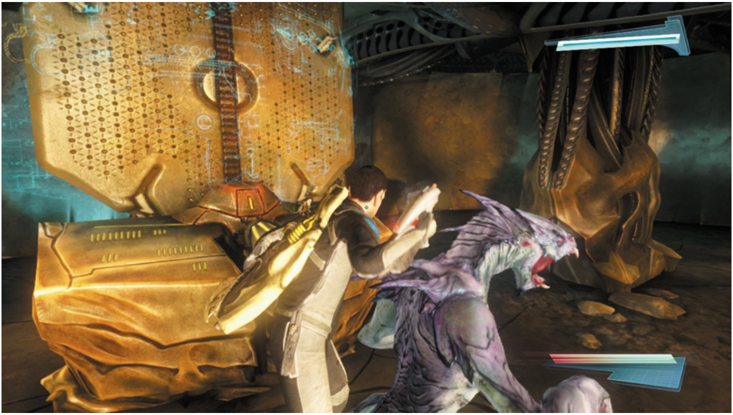
New Objective: Locate T'Mar

Commendation: Locate T'Mar without provoking any enemy attacks (Stealth)



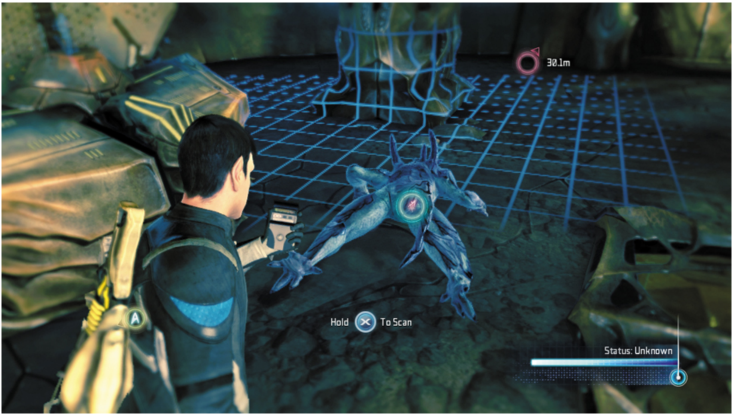
As you advance through the next corridor, Kirk notices something familiar on the crates to the left. Spock confirms Kirk's suspicions—the items could only come from Starfleet officers. Enter the room at the end of the corridor to trigger a cinematic showing a Gorn Guardian patrolling the next room. Following the cinematic, your character is behind cover, concealed from this fearsome new enemy. If you want to complete the stealth-based commendation as well as scan this enemy, you must incapacitate him without raising an alert.





When the Gorn Guardian turns away from you, peak out of cover and shoot him in the back with your phaser's stun setting. Aim low, targeting the enemy's lower torso, as he has a tendency to duck when he hears your phaser, potentially causing your shot to miss. But like the Gorn Enforcer, this enemy isn't stunned very long, so you must move quickly to secure the takedown. Sprint up behind the Gorn Guardian while he's still stunned and perform the takedown before he can respond. This takedown may take a few attempts to pull off, so feel free to load the game from the last checkpoint if you don't get it right the first time.

24: Gorn Guardian



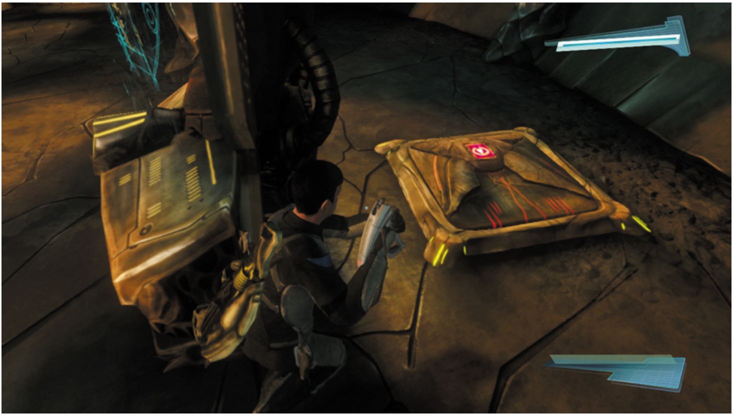
Once the Gorn Guardian is down for the count, scan his body.

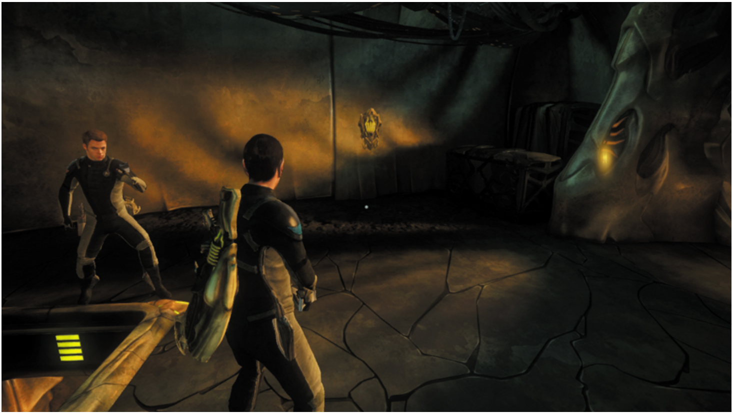
Type: Research Data

Set: Enemies/Gorn Enemies

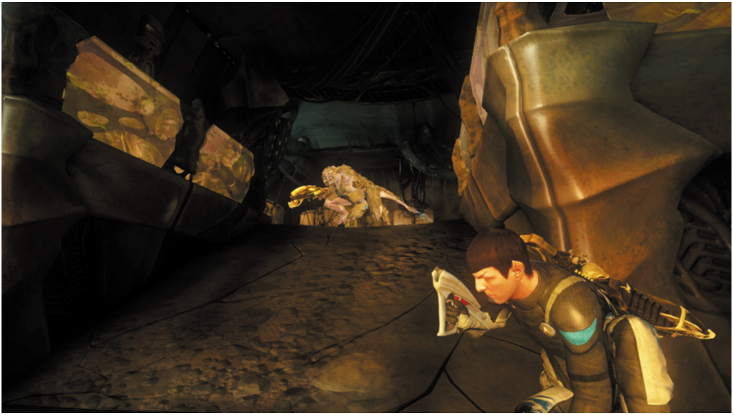
XP: 100

Log Entry: The thick skin on this one suggests he was designed for close combat. The more I learn about the Gorn, the creepier it gets, almost like each type was designed to serve a particular role. A kind of "directed evolution" of a kind not seen on Earth for centuries, and banned ever since.

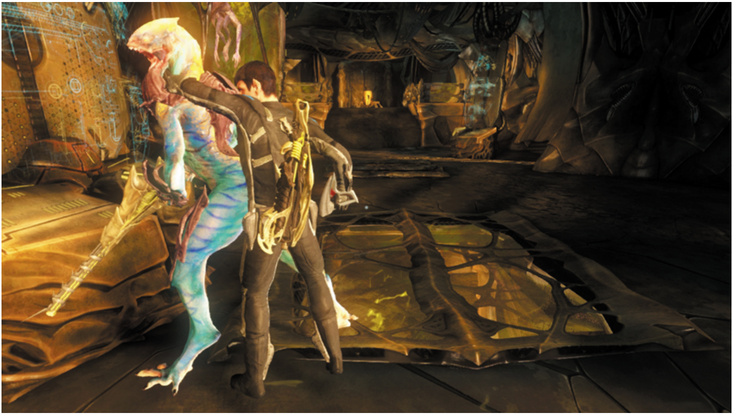




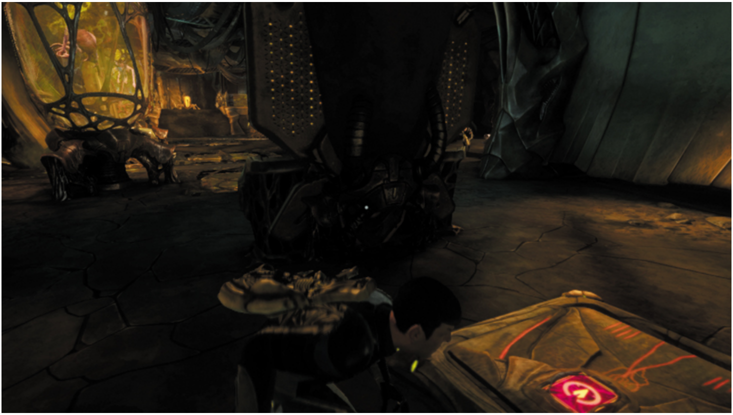
After incapacitating and scanning the Gorn Guardian, look on the left side of the room for a crate containing a Pillager. But don't exit the room through the door just ahead—a security camera is waiting on the other side. Instead, look for a hatch on the right side of the room. Open the hatch and descend into the passage below. Climb the ladder at the end of the passage to enter a new room. Here you find the console controlling the security camera—hack it. The room also contains a console that allows you to view the camera's perspective.

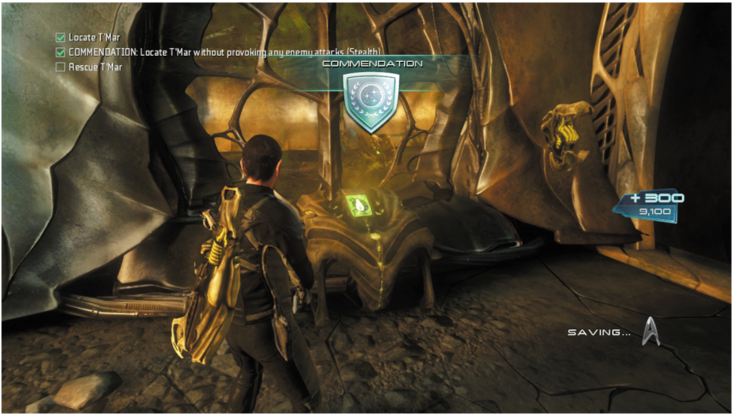


When the camera disabled, exit the room by unlocking the door. After passing through the door, take cover behind the low wall on the right. A couple of enemies patrol the next passage, including a Gorn Warrior and a Gorn Tech. Wait for the Gorn Warrior to approach your position and pause only a few feet away. When he turns away, sneak up behind him and perform a takedown.



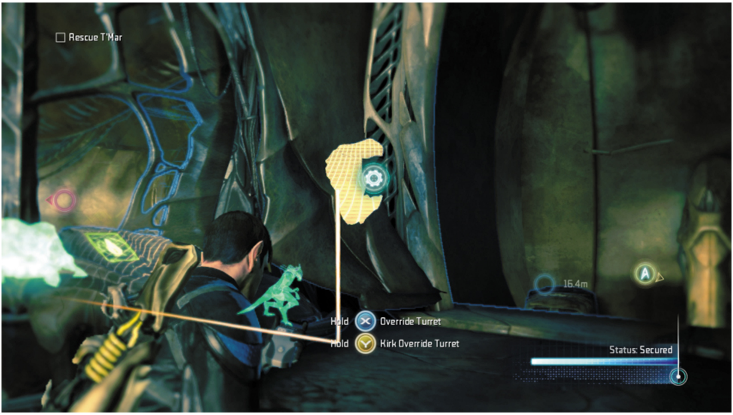
With the Gorn Warrior out cold, take cover behind the nearby crates and watch the Gorn Tech moving between a couple of consoles in the next passage. When he moves toward the console straight ahead and turns his back, sneak up behind him and perform a takedown. Once he is unconscious, Spock can perform a mind-meld on the Gorn Tech to retrieve the code to the nearby door. But don't move to the door—it's watched by a turret. Don't worry, there's another way inside.



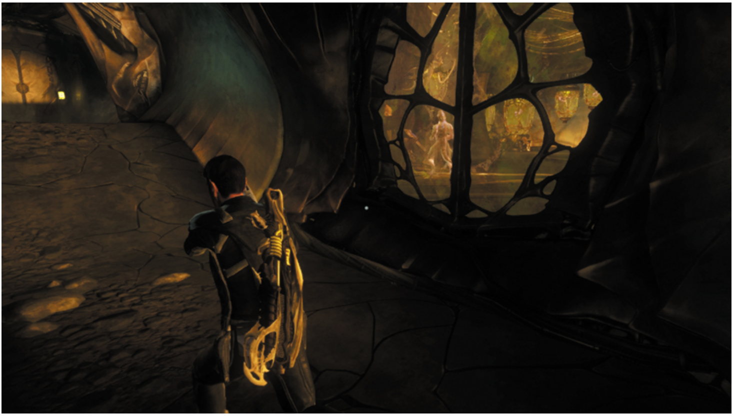

☑ Locate T'Mar
☑ COMMENDATION: Locate T'Mar without provoking any enemy attacks (Stealth)
☐ Rescue T'Mar
COMMENDATION
+300
9,100
SAVING...

From the console where you took down the Gorn Tech, turn to the left, moving in the opposite direction of the turret at the end of the corridor. Here you find another hatch in the floor leading to an underground passage. Open the hatch and climb down inside, following the tunnel to another ladder. Ascend the ladder and open the hatch overhead to enter a new room. Pass through the entryway on the left to enter a control room. Here you can access an Energy Station and a Med Station as well as retrieve a Plasma Grenade from a crate. Use your tricorder to activate the console beneath a large window. Spock reports that T'Mar can be found in the labs ahead. If you managed to reach this location without provoking any attacks, you complete the stealth-based commendation as soon as you activate the console; it's worth 300 XP.

New Objective: Rescue T'Mar

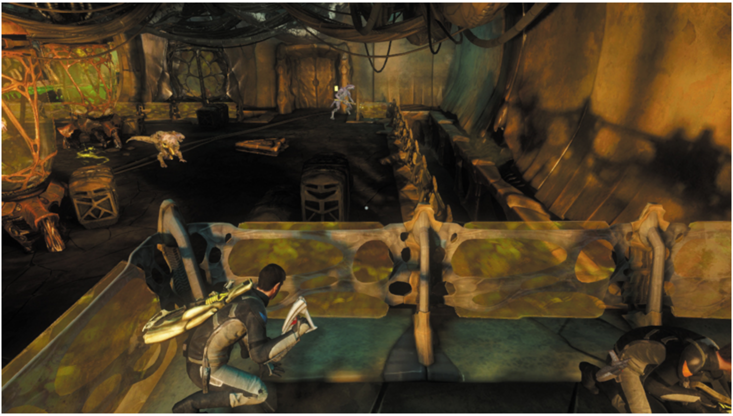


After activating the console, a Gorn Guardian appears outside the room; they're visible through the large window. Since the stealth-based commendation is complete, feel free to dispose of this enemy using the turret. Hack the turret controls to the right of the console and watch through the window as it mows down the Gorn Guardian outside. Once the Guardian has been killed, exit the room through the door on the right. If you used the mind-meld on the Gorn Tech earlier, you can unlock this door without hacking it.

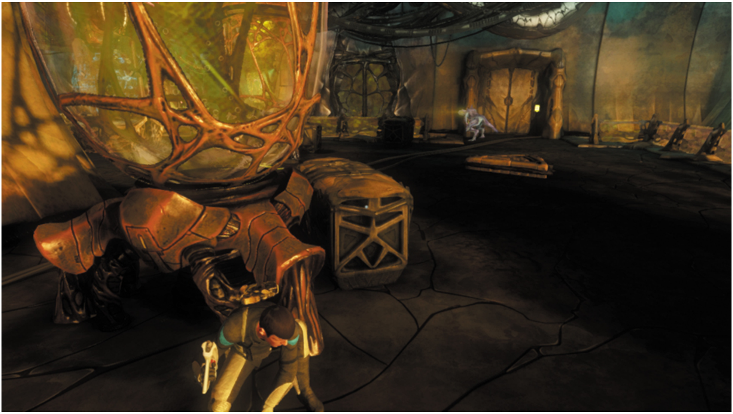


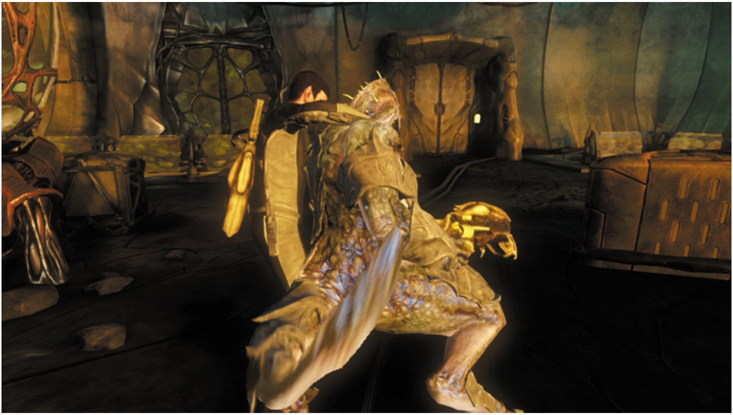
Pass through the door just beyond the hacked turret to enter a winding corridor. Through the windows in this corridor Kirk and Spock can see the Gorn perfoming biological experiments on the Lymax slaves. At the end of the corridor, work with your partner to hack the next door.

New Objective: Search the cells

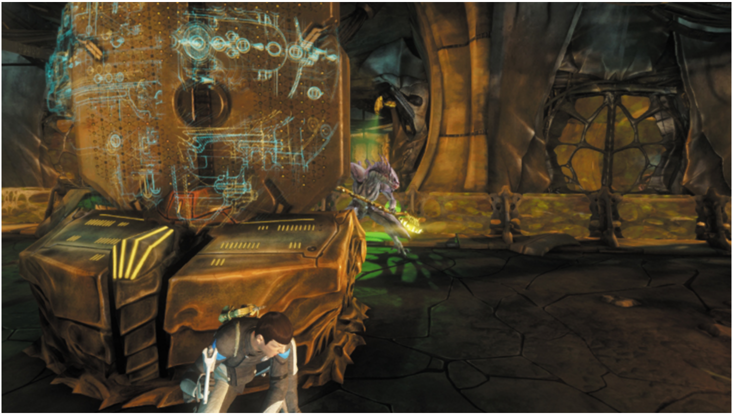


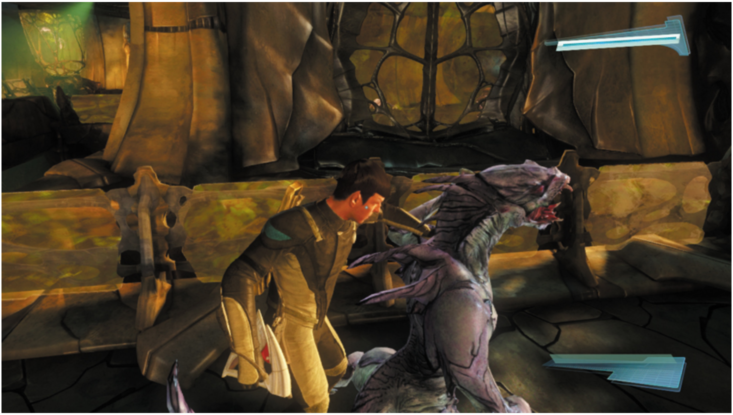
The lab beyond the door contains two holding cells—perhaps T'Mar is being held in one of them? But before you rush toward the two cells, make note of the Gorn Warrior and Gorn Guardian patrolling the lab. While it's not necessary to remain stealthy during this sequence, triggering an alert will lead to the arrival of Gorn reinforcements. So stay behind cover until both enemies move away from your position.



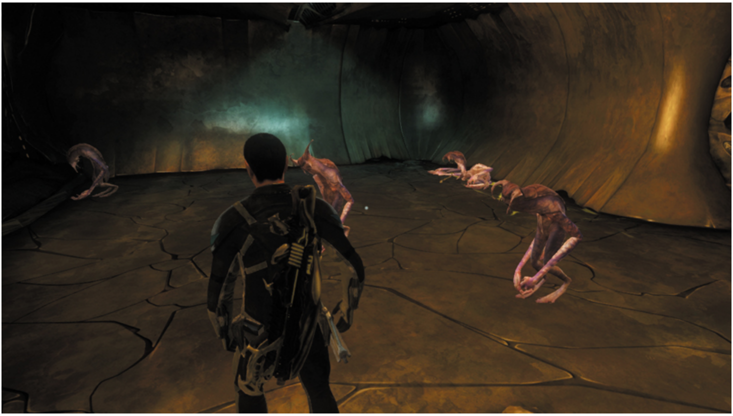


When the area ahead is clear, move down the short ramp and take cover behind this nearby storage tank while awaiting the return of the Gorn Warrior. He stops on the opposite side of this tank and stares off to the right. Take this opportunity to circle around the left side of the tank and sneak up behind the Warrior to eliminate him with a silent takedown.



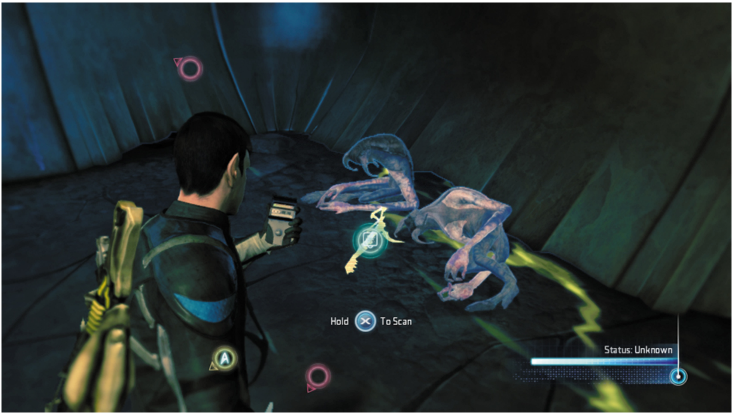


From the fallen Gorn Warrior, take cover behind this nearby console to the left and wait for the Gorn Guardian to return. While moving to the console, make sure you avoid the distant Security Camera's scans—don't step into the green light! As the Gorn Guardian marches past your position to the right, take aim at his back and stun him. Immediately after stunning him, rush up behind him and perform a takedown before he recovers. Timing is critical during this takedown—if the Guardian sees the unconscious Warrior, he'll start searching for you, which makes it much more difficult to stun him.



With the Gorn Warrior and Gorn Guardian out of the way, hack the door to the nearby cell. Inside all you find are unfortunate Lymax slaves. However, there is a collectable on the floor—scan it with your tricorder.

25: Instruments of Pain (1 of 2)



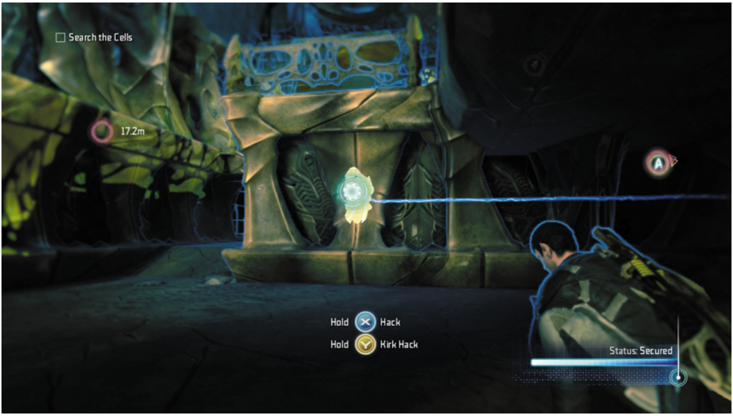
This item is located next to one of the dead Lymax slaves, in the first cell.

Type: Research Data

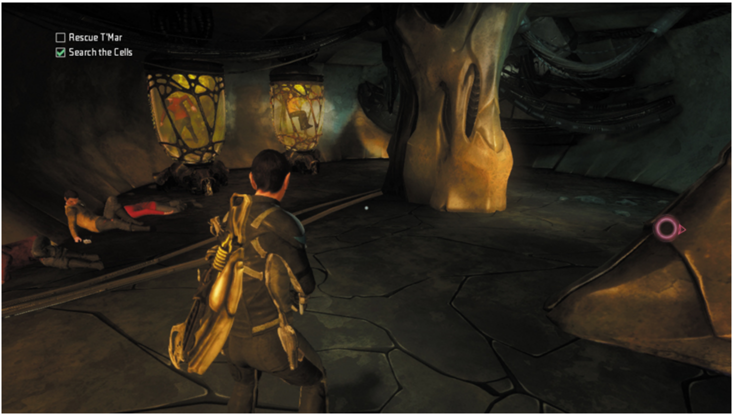
Set: The Apple Part 3/Instruments of Pain

XP: 100

Log Entry: These aren't "tools" at all, if by "tool" you mean something useful. These are simply instruments of pain. I fear for anyone captured by the Gorn.

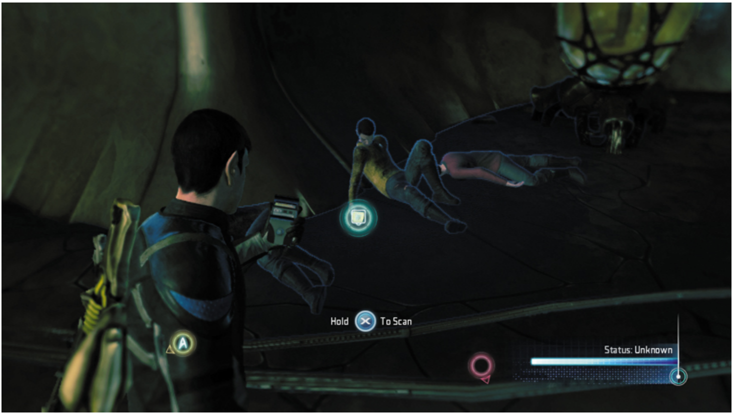


Upon exiting the cell with the Lymax slaves, drop down into the trench to the right. Along the way, watch for the green light emitted by the security camera positioned on the nearby wall. When the light pans away from your position, advance and take cover near this wall, just across from the security camera's console. Hack the console to deactivate the security camera, then climb out of the trench.



With the security camera disabled, it's easy to enter the next cell. Unlock the cell door, and step inside—T'Mar isn't in here either. However, a few members of Commodore Daniels crew are here—and they're all dead. Scan the floor near the dead crewman to uncover an audio log.

26: Crew Member's Audio Log



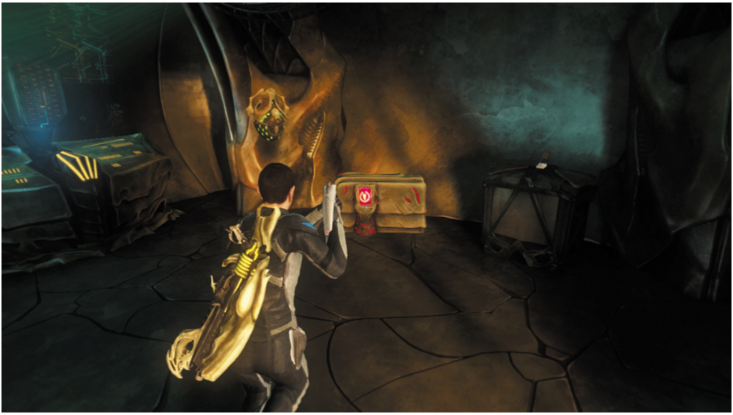
Scan this audio log next to the dead crewman in the second cell.

Type: Audio Log

Set: The Apple Part 3/Logs

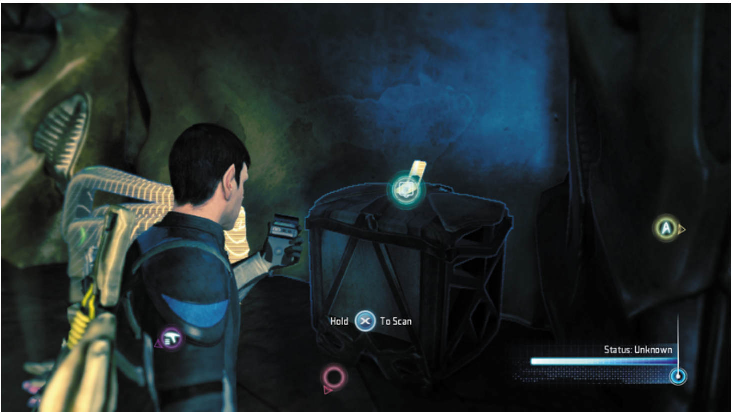
XP: 50

Log Entry: Why? Why did I listen to Daniels? Why didn't I listen to my wife? She warned me. She wouldn't stop warning me, when I thought I knew everything—at least everything Daniels told me. Damn him! Damn his promises of promotion, his promises of glory. Nothing but empty promises. Now we're all going to die at the hands of these ... things from God knows where. I never should have left home. I never should have left my wife.



Exit the cell with the dead Starfleet crewmen and pass through the next door on the left to exit the lab. There are two doorways in the next L-shaped corridor. Hack the first door at the intersection to enter a storage room with a Med Station and an Energy Station as well a crate containing a Marauder. There's also another collectable in here.

27: Daniels's Audio Log #8



This audio log is located on the crate on the right side of the supply room.

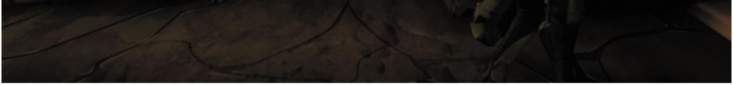
Type: Audio Log

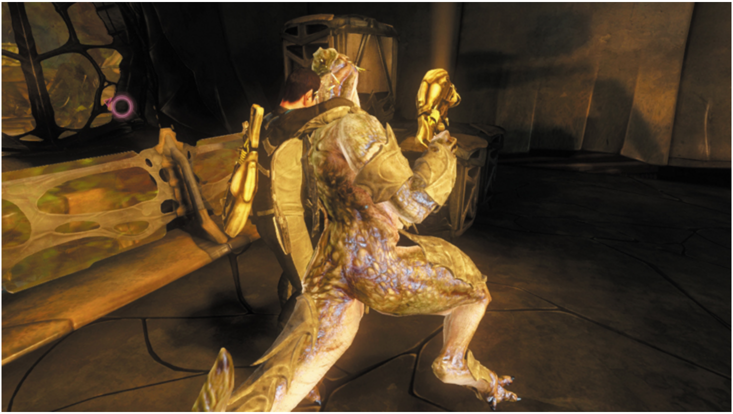
Set: The Apple Part 3/Logs

XP: 50

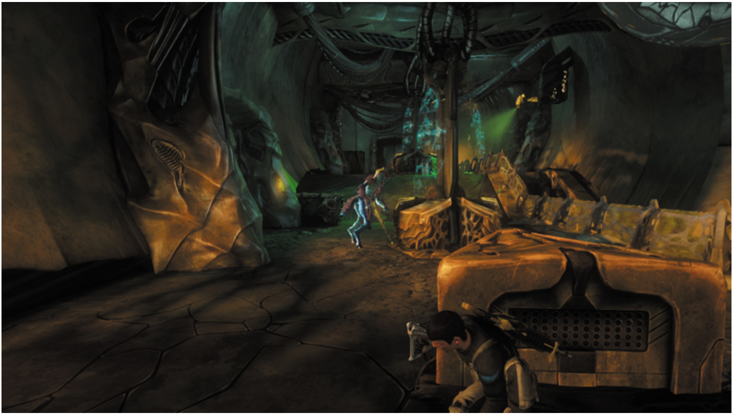
Log Entry: There's still a chance. I can still get out of here alive. I'm too valuable not to. I just have to convince these creatures of that. They're obviously not stupid. There's no way Starfleet will be able to hold off a full-scale invasion. If only I had been more patient with T'Mar's tests, I ... what? What are you doing? No! I can help you. Don't! I'm ... Nooo!

New Objective: Reach Commodore Daniels



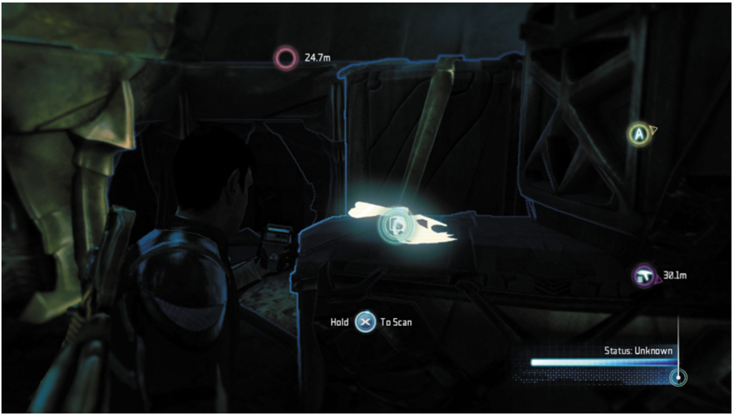


Exit the storeroom and turn right to hack the door at the end of the corridor—you'll need to work together with your partner to complete this hack. The next lab is patrolled by a Gorn Warrior and Gorn Tech—it appears Daniels may be inside the adjoining room. Once again, a stealthy approach isn't necessary in this lab. But if an alert it raised, Gorn reinforcements will appear and that leads to a dangerous firefight. If you have the patience, stalk these enemies and eliminate them silently. Start by watching the Gorn Warrior. When he approaches your position, sneak up behind him and perform a takedown—don't worry, the Gorn Tech won't see you because he's in the adjoining room.



Next, use your tricorder to raise this barrier next to the console frequented by the Gorn Tech. Hide behind the barrier and wait for the Gorn Tech to return to the console. When his work is complete, he turns around and passes through the door on the left—follow him inside. Once inside, creep up behind the Gorn Tech and incapacitate him with a takedown. This room contains a Med Station and an Energy Station as well as a collectable on a nearby crate.

28: Instruments of Pain (2 of 2)



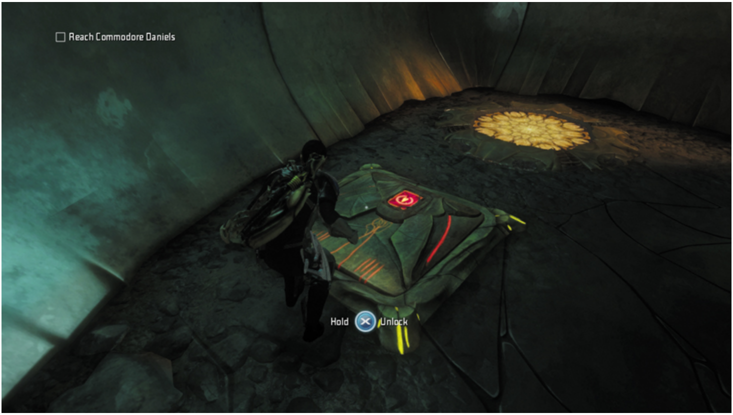
Look for this collectable on the crates in the room patrolled by the Gorn Tech.

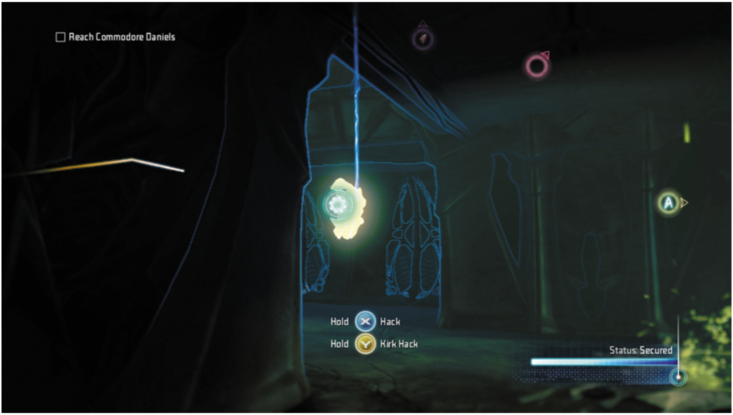
Type: Research Data

Set: The Apple Part 3/Instruments of Pain

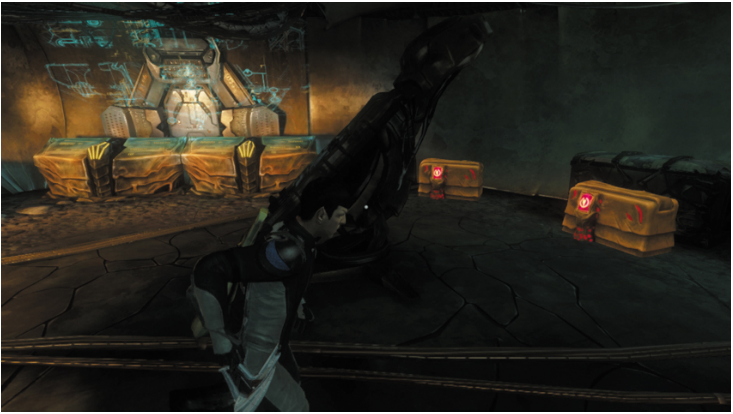
XP: 100

Log Entry: A truly grisly object. I doubt the Gorn even care whether it causes a prisoner to spill secrets. It looks like its sole purpose is to inflict pain.

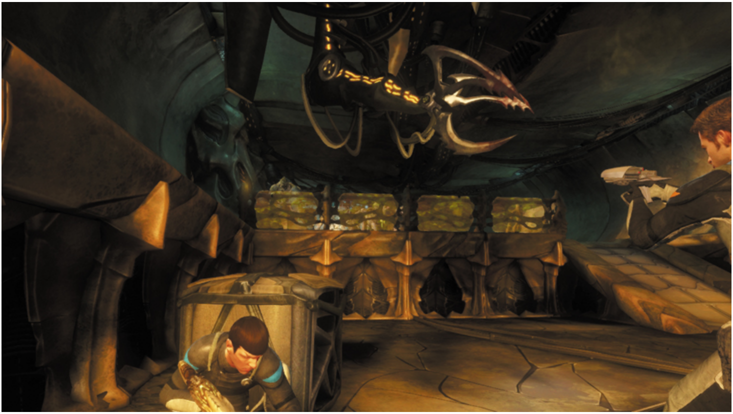


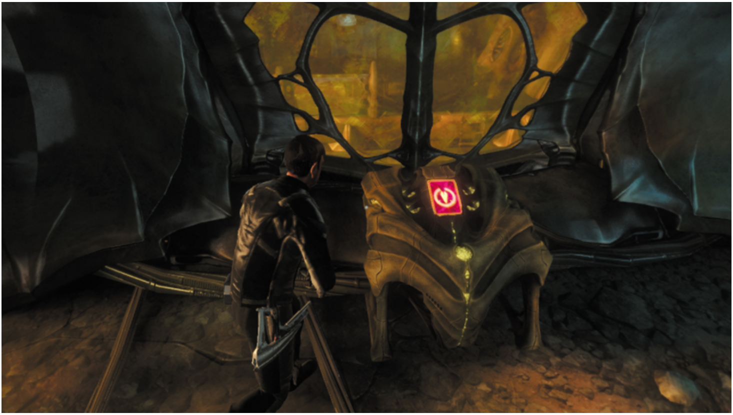


After taking out the Gorn Tech and scanning the collectable, locate a hatch in the floor of the room. Open the hatch and drop inside to enter a short vent shaft. Unlock the hatch at the end of the shaft to enter a cramped crawl space. Unlock another hatch at the end of the crawl space and look for a console attached to a security camera just ahead—don't exit the crawl space or you may be spotted by the camera. Hack the console to disable the security camera. Now exit the crawl space and climb out of the trench to return to the main lab.

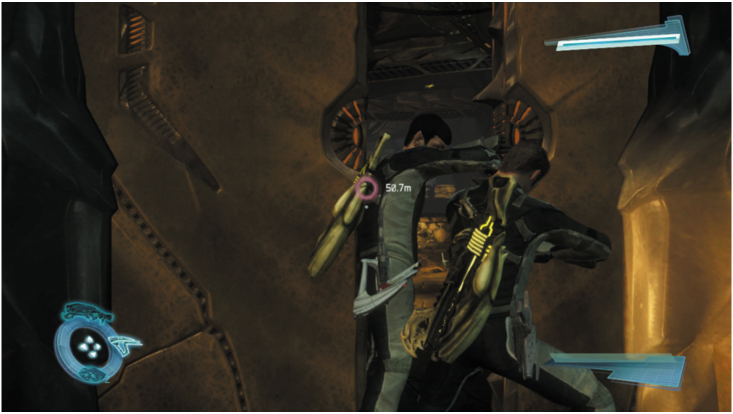


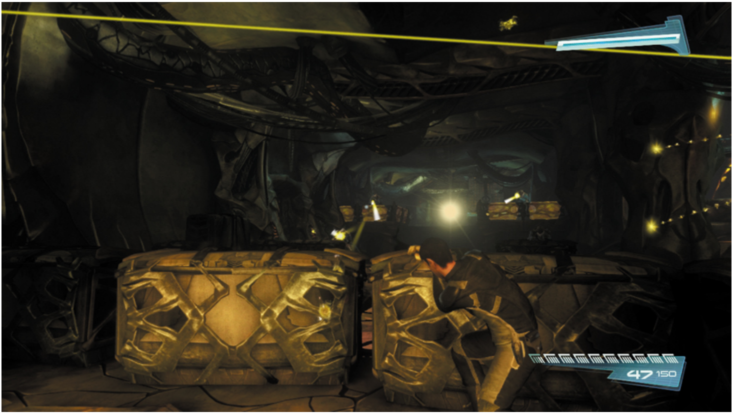
Enter the doorway just beneath the disabled security camera; you must hack the door to unlock it. Commodore Daniels is being held inside this torture chamber. But don't approach him just yet. Instead, open the crates near the entrance containing a Railer and Marauder. Consider grabbing the Marauder—you're not getting out of this room without a fight. When you have the weapon of your choice, approach Commodore Daniels, who is restrained to a metal exam table. Daniels is anything but grateful; he blames Kirk for leading the Gorn to his Starbase. But Spock sets the record straight, citing Daniels's obsession with the Helios Device as the catalyst to this calamity. When asked about T'Mar's whereabouts, Daniels is resistant, repeating there's no hope for saving her. But as Daniels talks, two Gorn Initiates barge into the room and open fire, killing the Commodore in the process.





Following the cinematic, immediately take cover to avoid meeting the Commodore's fate. The initiates are positioned behind a low wall, firing and tossing Plasma Grenades from behind cover. There isn't much room to maneuver here, but make an effort to dive out of the way of incoming grenades. If you have the Marauder, fire grenades of your own over the low wall to strike the enemies. Once the Gorn Initiates are eliminated, approach the console in the room beneath the window to unlock the next door. Exit the lab and follow the waypoint markers through the next corridor to the lab where T'Mar is being held.

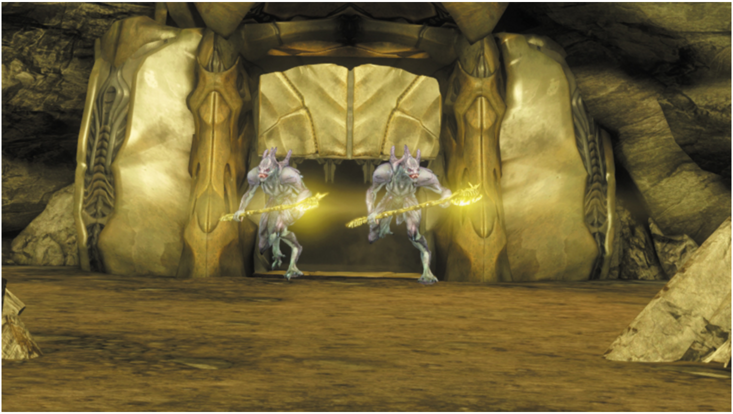




Work together with your partner to pry open the door to the next lab. But upon entering, Kirk and Spock are caught in an ambush—this is the same sequence from the prologue of the game. As you did in the opening moments of the game, stay low and behind cover, and return fire. But no matter how successful you are, the outcome is unavoidable. As a grenade detonates nearby, both Kirk and Spock black out.

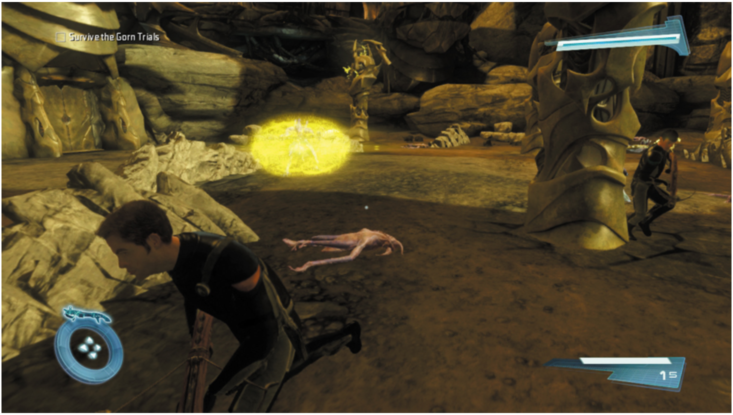
When Kirk and Spock regain consciousness, they are being held captive by the Gorn and are led to the chamber where T'Mar is being tortured—the Helios Device sits nearby. Suddenly the Gorn Commander marches into the room, ordering his troops to load T'Mar onto his ship. He has something special planned for Kirk and Spock....

The Trials

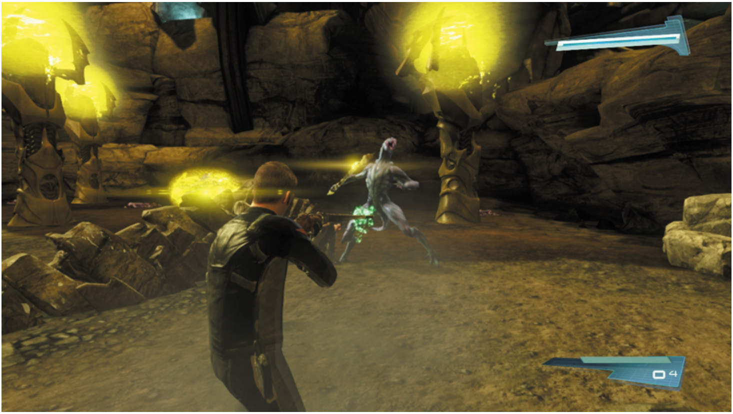


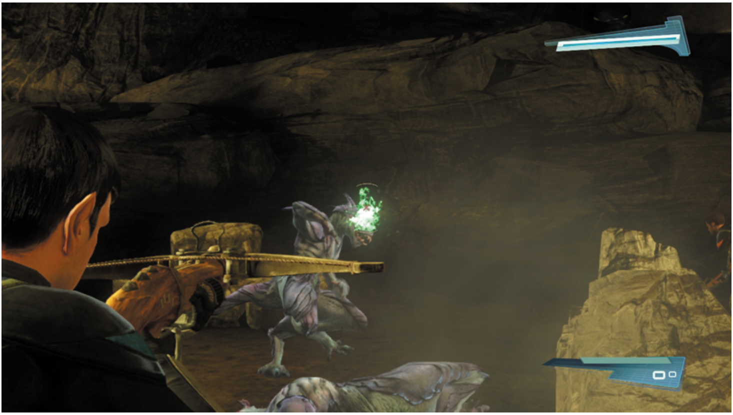
Kirk and Spock are escorted into a large gladiatorial arena as the Gorn Commander and T'Mar, restrained by a Gorn Enforcer, watch from a perimeter balcony. On the Gorn Commander's order, a large door opens on the arena's opposite side and two Gorn Guardians march out. Stripped of their weapons and gear, Kirk and Spock must rely on their physical stamina and ingenuity to survive wave after wave of enemy attacks.

New Objective: Survive the Gorn Trials



Immediately following the opening cinematic, start scouring the floor of the arena for weapons. There are several dead Lymax creatures are scattered throughout the arena. Next to each Lymax you can find a Lymax Bow or a Plasma Grenade—grab either weapon you come across. In the meantime, be ready to dive out of the way to avoid attacks by the Gorn Guardians. Rotate the camera so that you can see behind your character—this makes it easier to evade attacks by enemies chasing you. While there is plenty of cover in the arena, in the form of rocks and pillars, do not stop to take cover. Instead, stay on the move and sprint and dive away from the charging enemies.

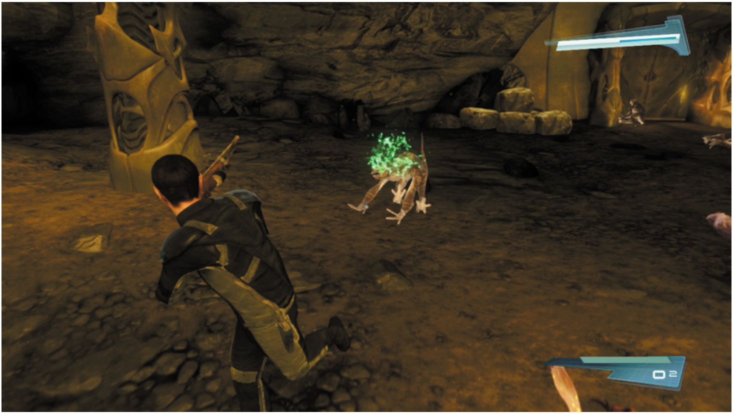




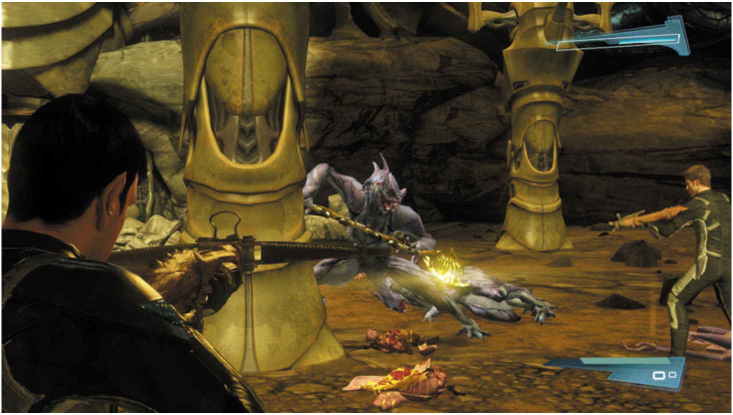
The Lymax Bow, which is like a crossbow, isn't the best weapon for killing Gorn Guardians, but it will have to do. When they're not attacking, the Gorn Guardians defend themselves with a yellow energy shield. Don't bother shooting the Lymax Bow while this shield is active. Instead, wait for them to perform a melee attack to drop their energy shield. First, evade the melee attack, then hit them with a bolt fired from the Lymax Bow. This is a single-shot weapon that requires a reload after every shot, so after scoring a hit, run away while reloading and prepare to repeat the process, dodging an incoming attack before firing again. If you run low on ammo, simply run over another Lymax Bow on the ground to automatically restock—there's no need to stop. Surprisingly, it only takes about three or four shots with the Lymax Bow to kill each Gorn Guardian.

Tip

The Gorn Guardian's energy shield only offers protection in the direction they're facing, leaving their back completely exposed. Use this to your advantage, particularly when play cooperatively with a friend. Lure one the Guardians into chasing you, while your friend stays behind him and shoots your pursuer in the back.

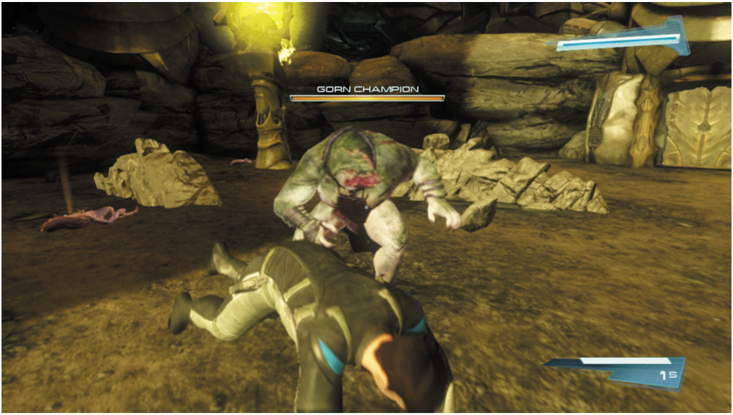


Immediately after you kill the two Gorn Guardians, the second phase of the trials begins, as several Gorpions and Gorn Rushers fill the arena. Toss a Plasma Grenade toward the Gorpions. If you're lucky, the grenade will start a chain reaction of explosions as these volatile creatures pop like firecrackers. But don't overlook the Gorn Rushers. These ferocious creatures charge directly at you. If they make contact, they'll pin you to the ground and you'll have to push them off by rapidly pressing the button shown on-screen. To evade the Gorn Rushers, keep running. Orient the camera so you can see behind your character and fire the Lymax Bow at the pursuing creatures. It takes only one hit with the Lymax Bow to kill each Gorn Rusher.



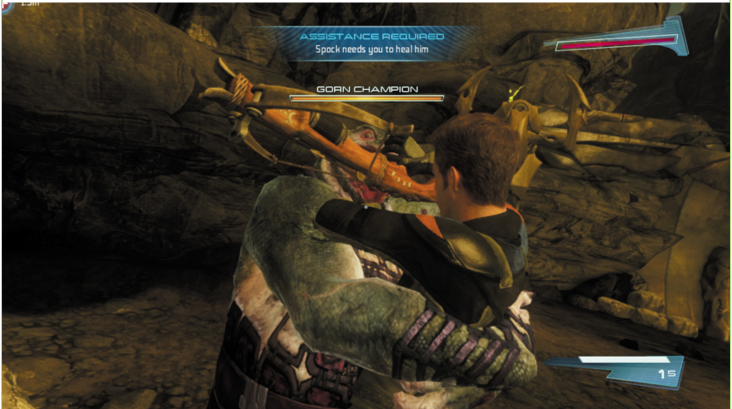
Even before all the Gorn Rushers are dead, more Gorpions and a pair of Gorn Guardians enter the arena. Once again, keep moving and allow the Gorpions to detonate before turning your attention to the Guardians. When only the Guardians are left, dodge their melee attacks and immediately retaliate with a shot from your Lymax Bow before they can activate their energy shield. The Guardians are followed by another round of Gorn Rushers. Take aimed shots at the Gorn Rushers before they can move into attack range, but be ready to move—otherwise you'll get pinned to the ground when these creatures pounce. As the Rushers chase after you, fire behind you, and drop your pursuers while staying a few steps ahead.

New Objective: Overcome the unstoppable Gorn Champion



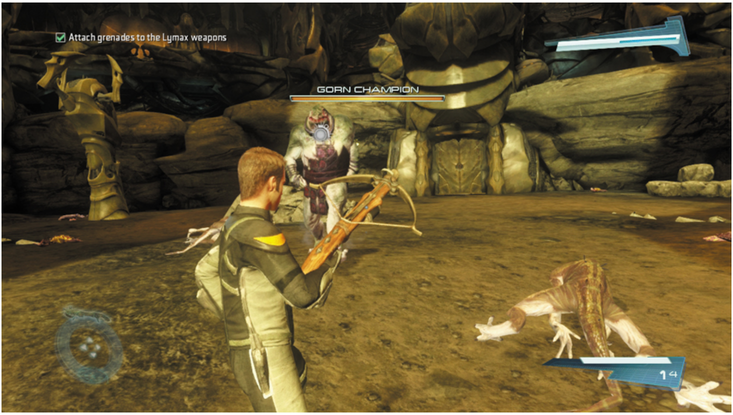
Even after dispatching several rounds of Gorn Guardians, Rushers, and Gorpions, the Gorn Commander isn't impressed by your performance. He decides to bring the show to an end by unleashing his Gorn Champion. Don't bother shooting this creatures at the beginning of the fight—your Lymax Bow will inflict no damage. Instead, focus on evading the enemy's attacks. This massive creature has two basic attacks. When the Gorn Champion moves toward a stack of rocks on the arena's perimeter, be ready to dodge the boulders he hurls in your direction. While he may look slow, the Gorn Champion is capable of quick bursts of speed, and he performs devastating charge attacks. He'll run right over you if you don't get out of the way. Dive laterally out of the way of the incoming Champion to avoid getting trampled. When you're not busy evading the Champion, gather Plasma Grenades found near the dead Lymax.

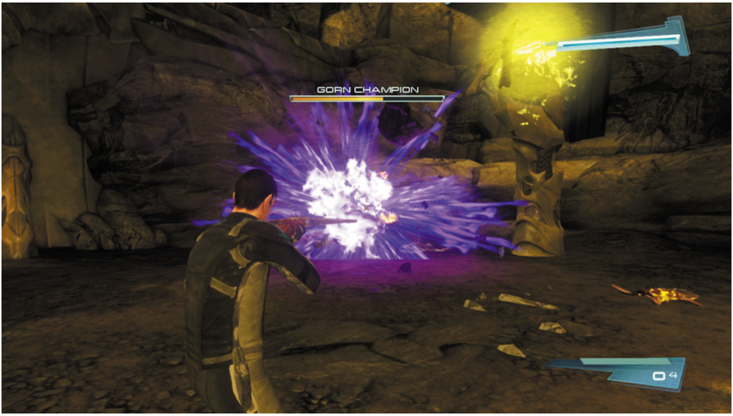
Tip



If you get too close to the Gorn Champion, he'll grab you and initiate a crushing bear hug. Rapidly press the button shown on-screen to break his grip and escape. If you are playing as Kirk, you earn the Arena achievement/trophy for getting the Gorn Champion to perform this melee attack. Simply stand next to him and wait for him to grab you.

New Objective: Attach grenades to Lymax weapons

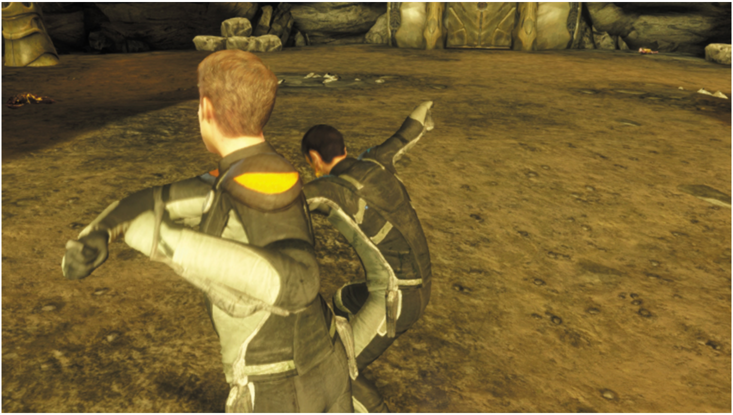


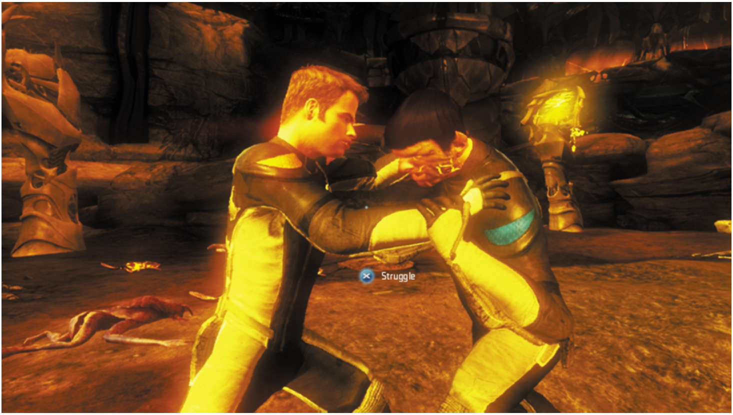


While discussing tactics, Spock suggests combining the Plasma Grenades with the Lymax Bow to create a crude but effective weapon that's ideal for depleting the Gorn Champion's health, which is visible on the bar on the HUD. Once you have at least one Plasma Grenade in your possession, press the button shown on-screen to combine your weapons. The result is a crossbow capable of firing grenades. Open fire on the Gorn Champion, but keep your distance. The grenades stick to the Champion's skin before eventually exploding—just make sure you're a safe distance away from the enemy when the grenades explode. Keep hammering the Gorn Champion with grenades until his health is finally depleted. It takes approximately eight hits to kill the enemy.

Outraged by your success in the arena, the Gorn Commander orders Kirk and Spock to fight to death. Suddenly, a drone appears behind Spock and infects him. He falls to the ground and passes out. Kirk tries to intervene but is knocked unconscious by a Gorn Enforcer. When the two regain consciousness, Spock is clearly infected. Kirk does his best to get through to his friend, but Spock charges forward, ready to fight—this scene plays out just like the sequence from the prologue.

New Objective: Defeat Spock/Kirk

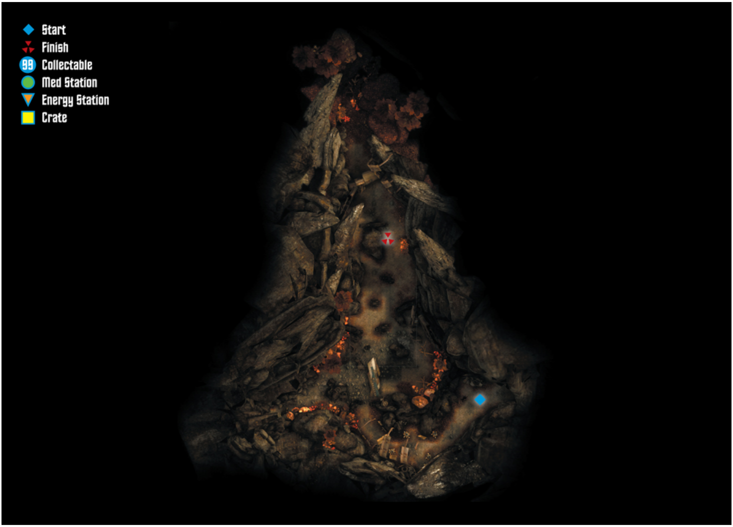




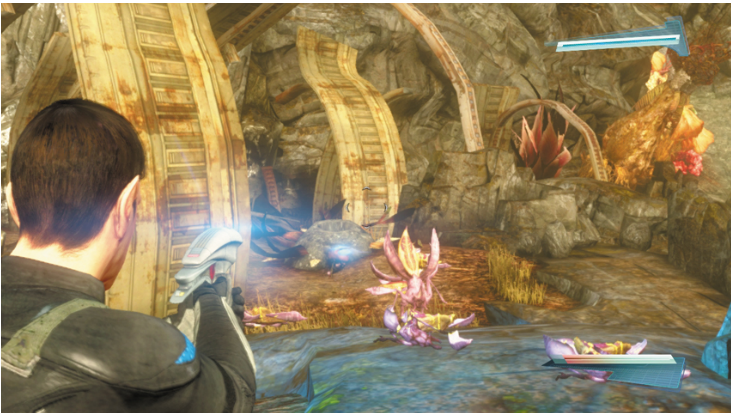
In this sequence, you must defeat your partner in a fist fight. If playing as Kirk, you must defeat Spock. If playing as Spock, you must defeat Kirk—the HUD is bathed in a red hue, which indicates that Spock is infected. During the fight, the button usually used to reload a weapon allows you to throw a punch. Press the button for dodging or taking cover to block incoming punches. As you both make contact, there's a chance both characters will become locked in a grappling struggle. During this sequence, rapidly press the button shown on-screen to win the grapple and throw your opponent to the ground. Once your partner gets back up, the fist fight resumes. Punch your opponent relentlessly to come out on top during this fight.

Regardless of who wins the fist fight, the outcome is the same: The struggle moves to the ground with Spock choking Kirk. Suddenly the shuttle appears overhead, pulling to a hover above the arena. As Sulu steadies the shuttle, Dr. McCoy uses a modified Starfleet Type III Rifle to inject Spock with the antidote and cure the infection. Spock recovers almost instantaneously as the Gorn Commander flees, taking T'Mar with him. Sulu is unable to land the shuttle, but Bones tosses out a crate containing phasers and tricorders. You'll need to fight your way to a suitable landing site before Sulu can pick you up.

Trials Escape

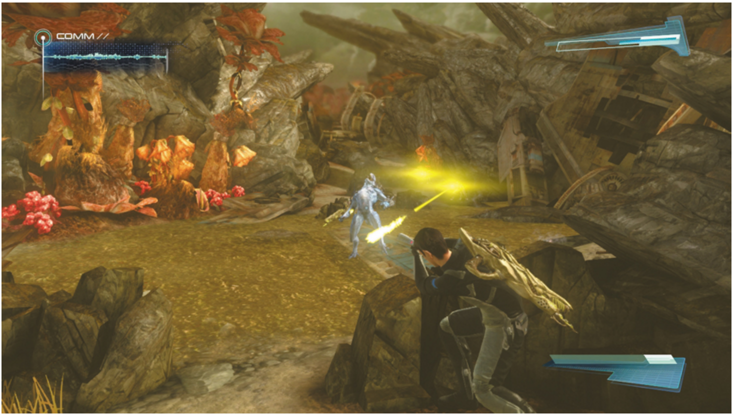


Open this map in a new window

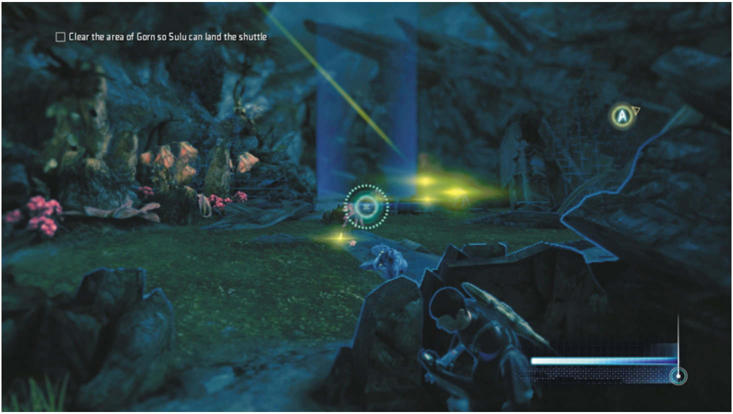


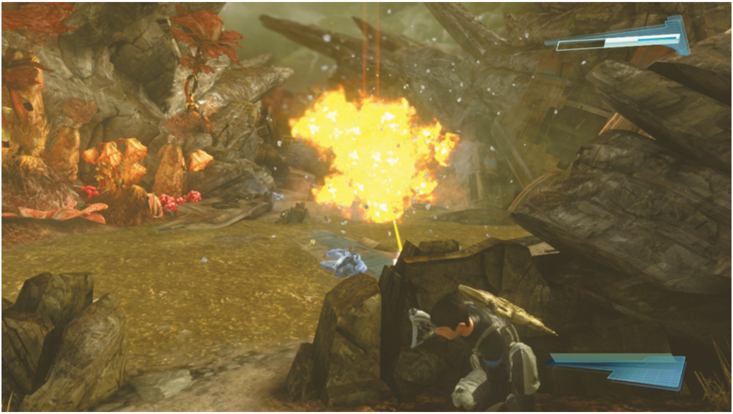
Following the cinematic, Kirk and Spock find themselves on a path outside the arena. Grab the Marauder off the dead Gorn Initiate on the right side of the path and target the Gorpion nests ahead with grenades. As you attack the nest, prepare for a rush of Gorpions. Fortunately, the Marauder is well suited for handling these creatures—but the weapon has limited ammo. When the Marauder runs out of ammo, switch to your phaser to finish off the Gorpions and their nests. The faster you destroy the nests, the fewer Gorpions you'll have to confront or evade.

New Objective: Clear the area of Gorn so Sulu can land the shuttle



Once the Gorpions and their nests are eliminated, advance along the path until you come to a shallow stream. Here the Gorn have staged an ambush to prevent your escape. Immediately take cover and focus your fire on the Gorn Enforcer marching across the stream. But the other enemies are too difficult to hit from this range. So once the Gorn Enforcer is down, hunker down behind cover and wait for assistance from Sulu—he can provide close air support if you mark a target area.





While behind cover, use your tricorder to call in an air strike. Target the area on the opposite side of the stream, then press and hold the primary fire button to initiate the attack. But even after the first strike, attacks by the Gorn persist. Call in two more air strikes, using your tricorder, to wipe out the Gorn opposition.

Tip

Clear out the Gorpion nests and initiate the air strikes as fast as possible. If you complete this sequence in less than six minutes, you earn the Get to the Shuttle! achievement/trophy. The timer begins immediately after the last cinematic in the arena, following the fist fight.

After the third air strike by the shuttle, the path ahead is now clear. Cross the shallow stream and race to the end of the path on the other side. This triggers a cinematic showing the shuttle setting down. Once onboard the shuttle, Kirk orders Sulu to scan for the Helios Device. Sulu reports that it appears to have been moved onto one of the Gorn ships. Bones adds that his readouts are going nuts. Spock suggests the Gorn have powered up the Helios Device, with T'Mar's unwilling cooperation. Kirk orders Sulu to plot a course back to the Enterprise—they're going to need more firepower if they hope to stop the Gorn now.

Chapter 8: Enterprise Capture

Enterprise Capture

Chapter Summary

U.S.S. ENTERPRISE
NCC-1701

The shuttle gets back to the Enterprise only to find that the Gorn have captured the ship. Kirk, Spock, Bones, and Sulu must each make their way aboard the Enterprise, where they must confront the Gorn.

Enterprise Capture Collectables

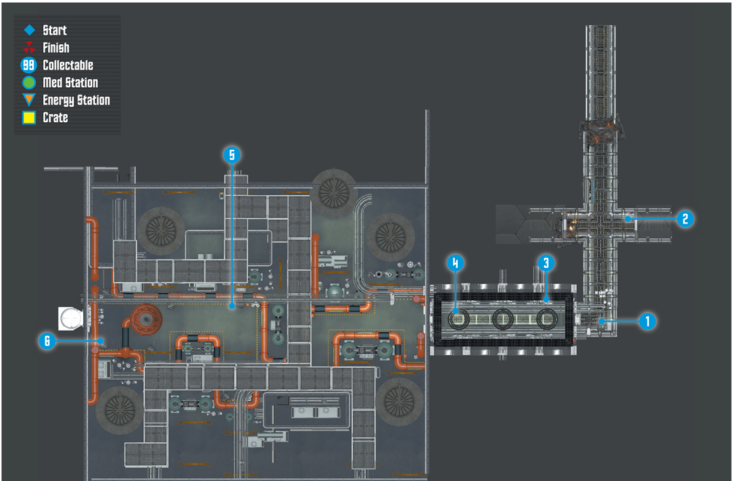
#	Name
1	Gorn Tech (1 of 3)
2	Chekov's Audio Log #1
3	Chekov's Audio Log #2
4	Gorn Tech (2 of 3)
5	Sulu's Audio Log #1
6	Gorn Tech (3 of 3)
7	Scotty's Audio Log #1

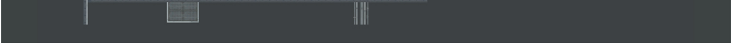
8	Sulu’s Audio Log #2
9	How Warp Drive Works (1 of 3)
10	How Warp Drive Works (2 of 3)
11	How Warp Drive Works (3 of 3)
12	The Warp Core (1 of 3)
13	Scotty’s Audio Log #2
14	The Warp Core (3 of 3)
15	The Warp Core (2 of 3)
16	Sickbay Equipment
17	Scotty’s Audio Log #3
18	Sickbay Gurney
19	Chekov’s Audio Log #3
20	Tribble (6 of 7)
21	Sulu’s Audio Log #3

Achievements/Trophies

Icon	Name	Criteria	Gamerscore	Trophy
	The Whole Story	Found all audio logs	50	Gold
	Beat Enterprise Capture	Completed the Enterprise Capture chapter on any difficulty	20	Bronze

Break In





Open this map in a new window

Collectables Checklist

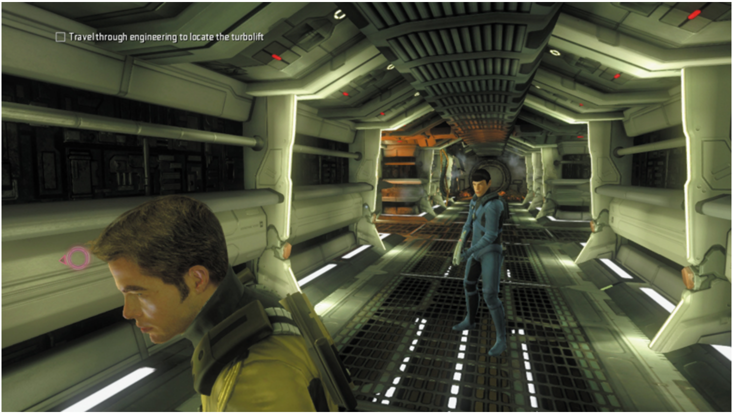
#	Name	Type	XP
1	Gorn Tech (1 of 3)	Research Data	100
2	Chekov's Audio Log #1	Audio Log	50
3	Chekov's Audio Log #2	Audio Log	50
4	Gorn Tech (2 of 3)	Research Data	100
5	Sulu's Audio Log #1	Audio Log	50
6	Gorn Tech (3 of 3)	Research Data	100

Following their visit to the Gorn Planet, Sulu pilots the shuttle back to the Enterprise. But Kirk is unable to get a response from the crew. As they get closer, they discover the Enterprise has been attacked by the Gorn and ensnared in some sort of energy beam. Sulu says he can't get the shuttle any closer, but Kirk is undeterred. Donning environmental suits, Kirk and Spock prepare to make a rocket jump, with hopes of boarding the Enterprise and taking the ship back from the Gorn.

This rocket jump is similar to the sequence on Frontier Starbase, following the activation of the relay tower. Here you must dodge debris while flying toward the Enterprise. Pay no attention to the Gorn ships flying by—they pose no threat. Instead, focus on the debris along your flight path and make slight adjustments to avoid collisions. Early on you must fly through the circular tube section of a large piece of debris. Use the white dot reticle in the center of the HUD to align your flight path with the center of the tube section to avoid contact with the debris. As you get closer to the Enterprise, steer clear of the yellow energy beams emitted by the surrounding Gorn ships—these appear to act as tethers, preventing the Enterprise from escaping. As you make a pass around the Enterprise, Spock suggest entering through one of the auxiliary exhaust ports in Engineering.

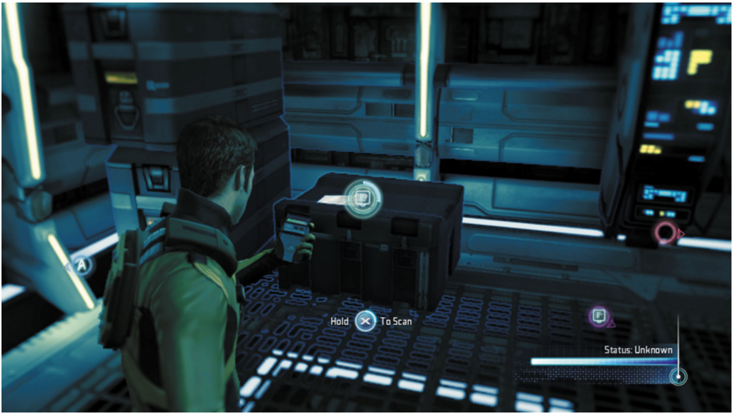
Engineering

New Objective: Travel through Engineering to locate the Turbolift



Following the rocket jump, Kirk and Spock find themselves within a corridor in Engineering. The momentum of their unconventional entry carries Kirk across the floor, crashing through a pile of crates. Meanwhile, Spock decelerates smoothly, landing on his feet. But Kirk isn't too concerned about his rough landing—he just wants to take back control of the ship. Before exiting this corridor, activate your tricorder to locate a couple of collectables.

1: Gorn Tech (1 of 3)



Immediately following the rocket jump, scan this collectable on a crate, straight ahead.

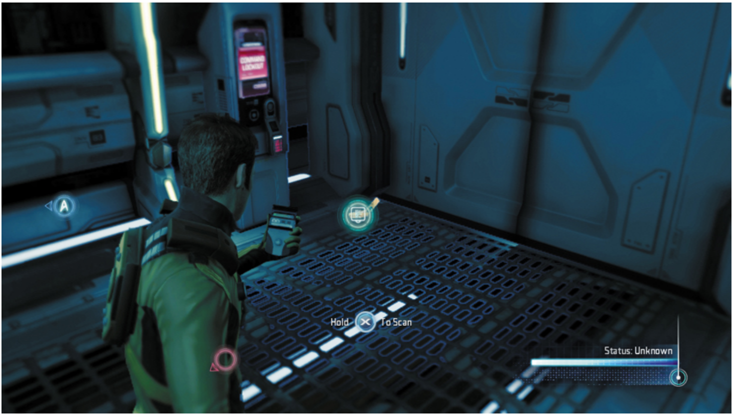
Type: Research Data

Set: Break In/Gorn Technology

XP: 100

Log Entry: It's not often that Engineering and Medical need to consult with each other, but trying to figure out how these Gorn weapons work is just such an occasion. They're a curious mix of the mechanical and the organic. Designed like a machine, but grown like an organism. And altogether creepy.

2: Chekov's Audio Log #1



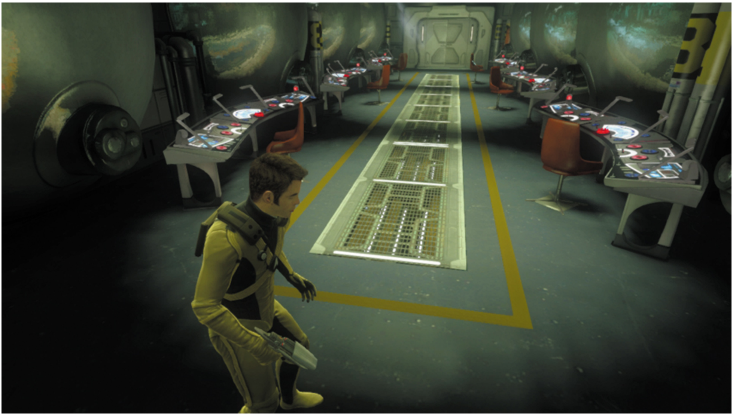
After completing the first scan, turn around in the corridor and look for this audio log on the floor to the right, next to a closed door.

Type: Audio Log

Set: Break In/Logs

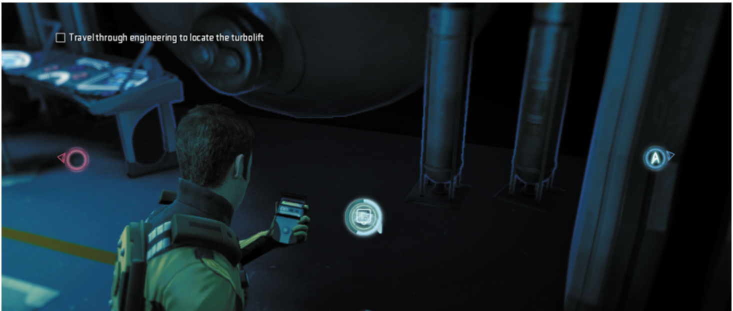
XP: 50

Log Entry: Personal log, Ensign Pavel Chekov. I should have sent a message home at the last starbase rendezvous. No doubt mother and father are worried about me. It was bad enough that their only child ran off to Starfleet at such a young age. But what would I tell them? All is well here at the far edge of space. There's a crisis on the New Vulcan colony and we've encountered a dangerous unknown species that might kill us all. Don't worry, I'll be fine. Maybe it's better that I don't call home more often.

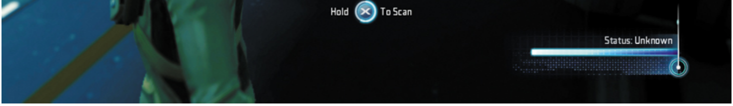


Once you've located the two collectables in the first corridor, advance to the next room, lined with consoles. Once again, activate your tricorder and perform a few quick scans to log two more collectables.

3: Chekov's Audio Log #2



☐ Travel through engineering to locate the turbolift



Immediately after passing through the doorway, turn to the right to scan this audio log on the floor.

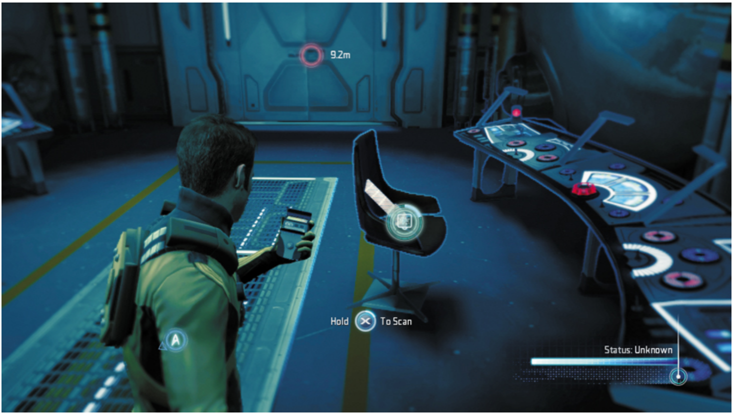
Type: Audio Log

Set: Break In/Logs

XP: 50

Log Entry: Personal log, Ensign Pavel Chekov. I still get the looks in the corridors sometimes. I can tell much of the crew is wondering why someone so young isn't back at the Academy earning his stripes. I still hear mention of "the kid" and I know who they are talking about. All I can do is what I've done my whole life—prove them wrong. The Captain's faith in me gives me hope. I will do everything I can to continue to earn his trust.

4: Gorn Tech (2 of 3)



The next collectable is located on a chair, on the right side of the room, near the exit.

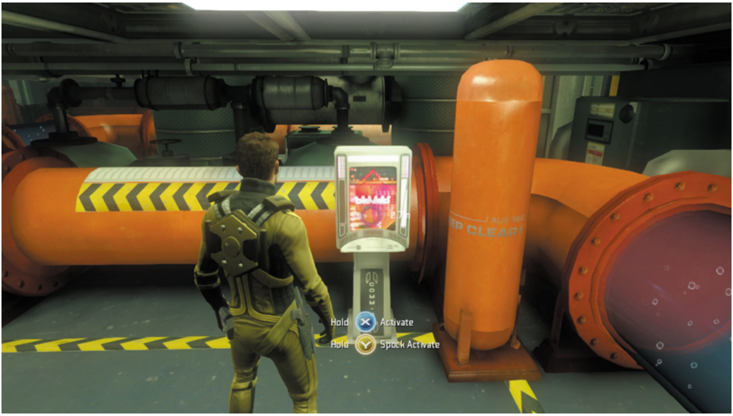
Type: Research Data

Set: Break In/Gorn Technology

XP: 100

Log Entry: The ammunition used by the Gorn weapons is curious indeed. As with the semi-organic design of the weapon itself, the ammunition appears to be generated the way a body generates new cells. The blasts are composed of bio-energy rather than lasers, which makes me wonder if they can ever run out of ammunition the way our own weapons can.

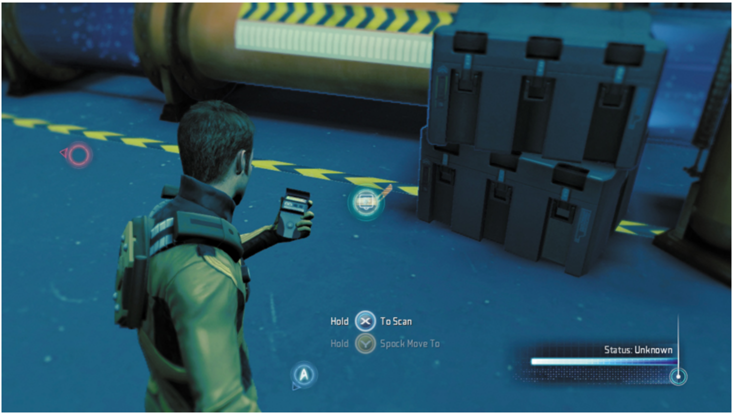
New Objective: Beam Sulu and Bones aboard the Enterprise



Once you've scanned both collectables, proceed through the door and follow the waypoint marker to a terminal ahead. Spock suggests accessing the terminal to beam Sulu and Bones over from the shuttle. Step up to the terminal and activate it—alternately you can use your tricorder. Spock orders Sulu to head directly for the officer's quarters once he's onboard—he needs Sulu to discover a way to disable the Gorn's tethers. Kirk tells Dr. McCoy to head for Medbay. They'll need his help with the infected crew members. As Sulu and Bones beam aboard the Enterprise, Kirk checks in with his Chief Engineer. Scotty reports that the Gorn have taken over the Bridge, the Warp Core is down, and emergency life support is at risk of failing. Spock advises getting the Warp Core back online so they can return back through the rip.

New Objective: Take the Turbolift to the Warp Core

5: Sulu's Audio Log #1



On the way to the Turbolift, scan this audio log on the floor, next to a stack of crates.

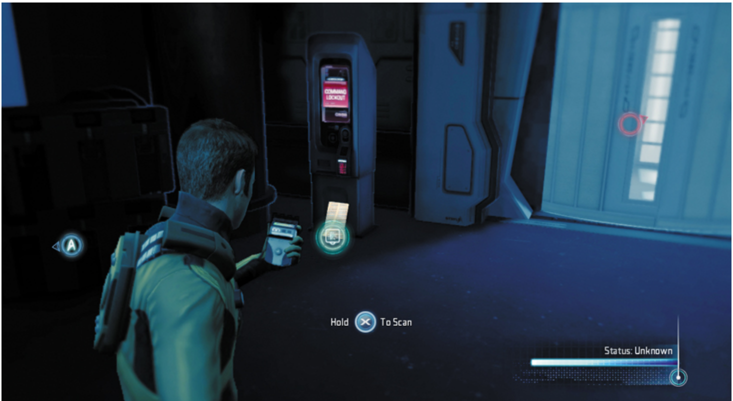
Type: Audio Log

Set: Break In/Logs

XP: 50

Log Entry: Personal log, Lieutenant Hikaru Sulu. I don't trust Commodore Daniels. His reputation precedes him. Cadets at the Academy dreaded being assigned to his command. We all heard about him running his ships and starbases like his own personal fiefdoms. The old story about the officer that spends just a little too much time off-world. Combine the loneliness of space with the loneliness of command and bad things are bound to happen. I just hope Daniels hasn't gone completely off the deep end.

6: Gorn Tech (3 of 3)



Just before entering the Turbolift, scan this collectable on the floor to the left.

Type: Research Data

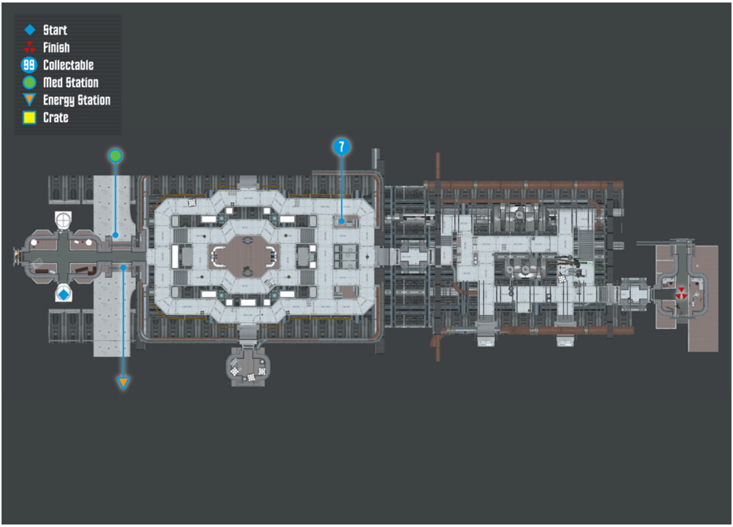
Set: Break In/Gorn Technology

XP: 100

Log Entry: I don't even know that this is. A Gorn tricorder? A Gorn potato slicer? Do you have any ideas? I'd love to crack it open and see how it works, but I'm afraid I might trigger some kind of awful booby trap, and I quite like having all my fingers attached to my hands.

Taking Back the Ship

Warp Core



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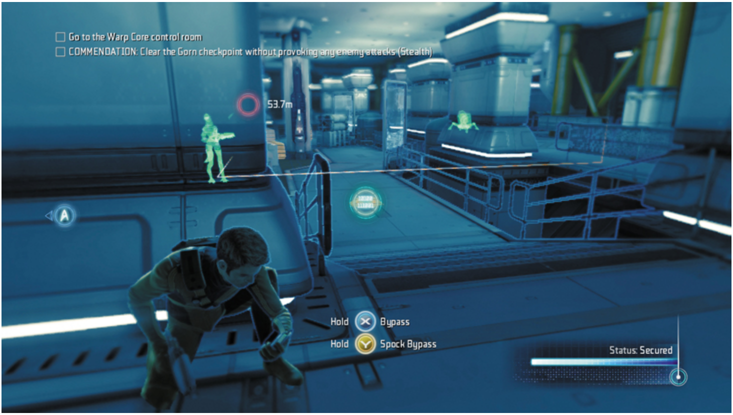
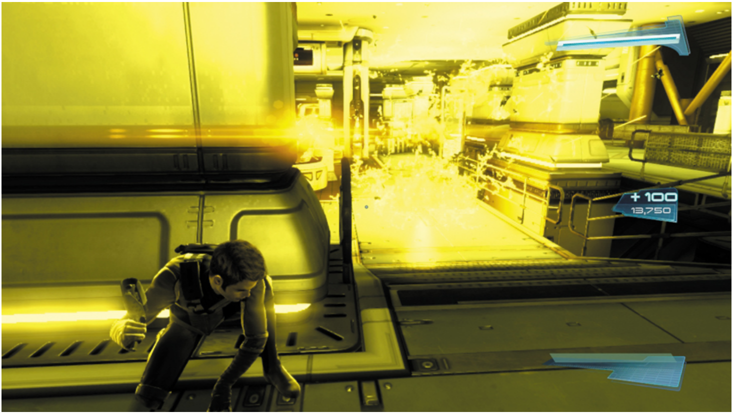
Collectables Checklist

#	Name	Type	XP
7	Scotty's Audio Log #1	Audio Log	50

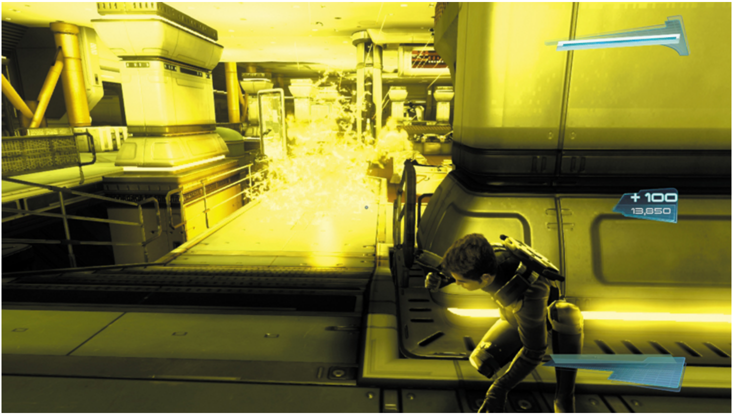
New Objective: Go to the Warp Core Control Room

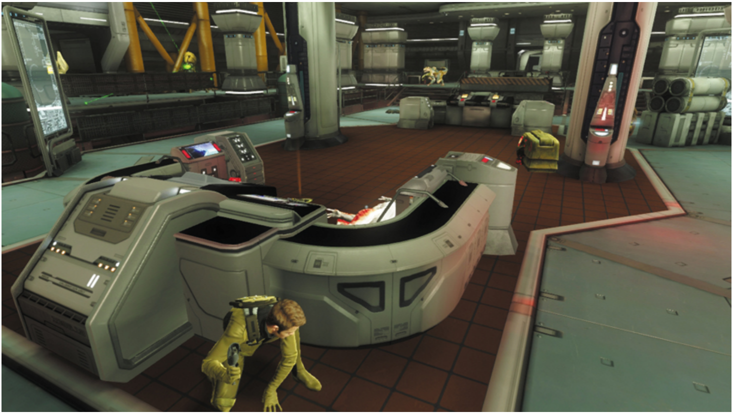
Commendation: Clear the Gorn checkpoint without provoking any enemy attacks (Stealth)


☐ Go to the Warp Core control room
☐ COMMENDATION: Clear the Gorn checkpoint without provoking any enemy attacks (Stealth)
53.7m
A
Hold Ⓧ Bypass
Hold Ⓨ Spock Bypass
Status: Secured

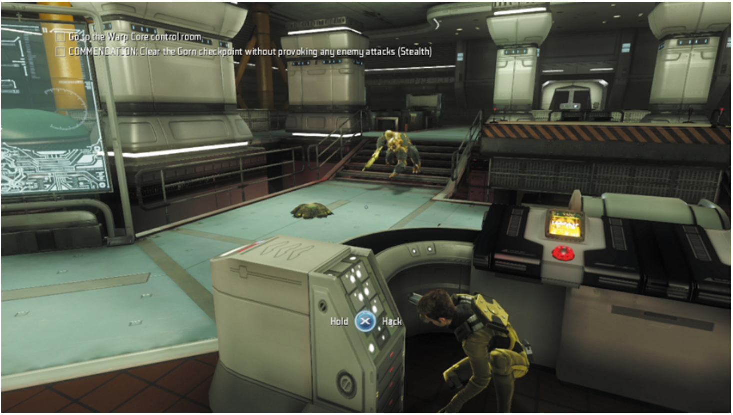


Upon exiting the Turbolift, turn right—there's a Med and Energy Station just ahead. Cautiously approach the Gorn checkpoint, taking cover behind the wall at the end of the corridor. This checkpoint is patrolled by a Gorn Observer. The area is also heavily mined, with two turrets covering the perimeter walkways. Peek around the right side of the wall and use your tricorder to bypass the mine nearby. Once the mine is bypassed, monitor the movements of the patrolling Gorn Observer—use your tricorder to place a sound decoy next to the mine. As the Gorn Observer investigates the sound, the mine is triggered, killing the enemy. Killing the Gorn Observer causes a Gorn Warrior to beam into the checkpoint. But as long as you stay behind cover, he won't spot you.



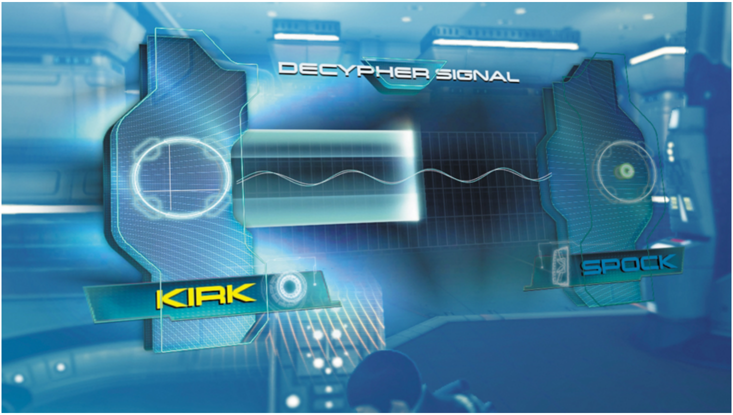


Now move to the left side of the wall to locate another mine. Once again, hack the mine then use a sound decoy to lure the patrolling Gorn Warrior toward it. The area around the central console is now clear. But you still need to keep an eye on the turrets as well as another Gorn Warrior patrolling in the distance. While crouching, creep toward the central console and take cover. As you approach the turret on the left activates and begins scanning for movement. But as long as you stay behind the console, you won't be spotted by the turret or the Gorn Warrior.

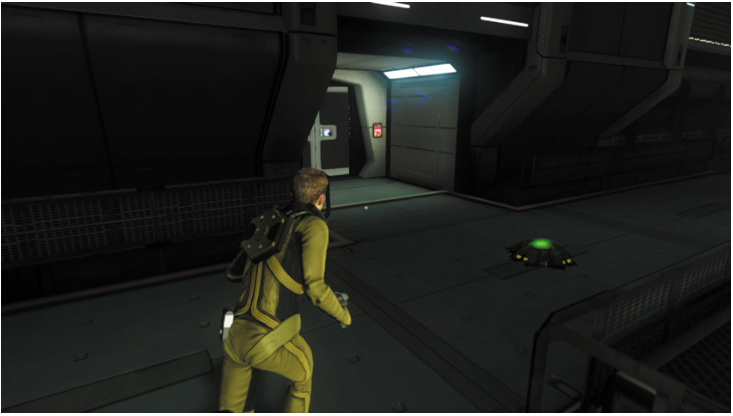


☐ Go to the Warp Core control room

☐ COMMENDATION: Clear the Gorn checkpoint without provoking any enemy attacks (Stealth)

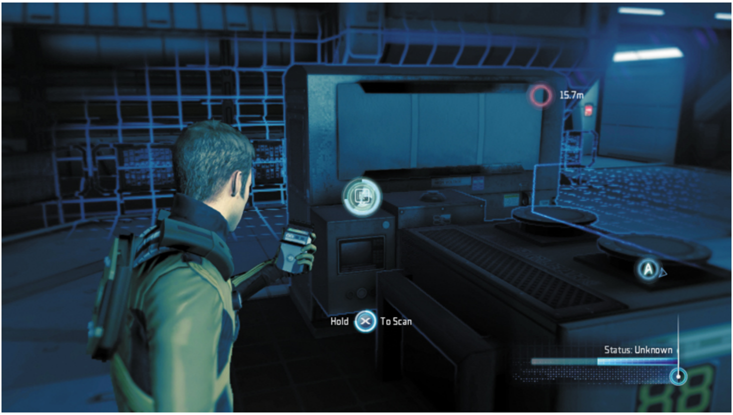


When the turret on the left pans away from your position, and the Gorn Warrior is out of sight, move out of cover and approach the console toward the back of the checkpoint—grab a Plasma Grenade from the crate along the way. Scotty reports that he was able to lock the Gorn out of the Warp Core's control room. You can override the locks by using the main control panel. But before doing so, focus on eliminating the last Gorn Warrior patrolling ahead. Take cover behind the control panel and bypass one of the mines nearby—lure the Gorn Warrior toward it using a sound decoy produced by your tricorder. Once the Gorn Warrior is dead, hack the control panel—you must work together to override the locks.



Now that the door is unlocked, you have a relatively clear path to the Warp Core's control room. There's no need to hack the two turrets guarding the checkpoint unless you want some extra XP. But as you approch the door to the control room, move slowly—there's a mine placed directly in front of the door. Bypass the mine with your tricorder or simply shoot it from a safe distance to detonate it. But before entering the next room, take a moment to scan for another collectable.

7: Scotty's Audio Log #1



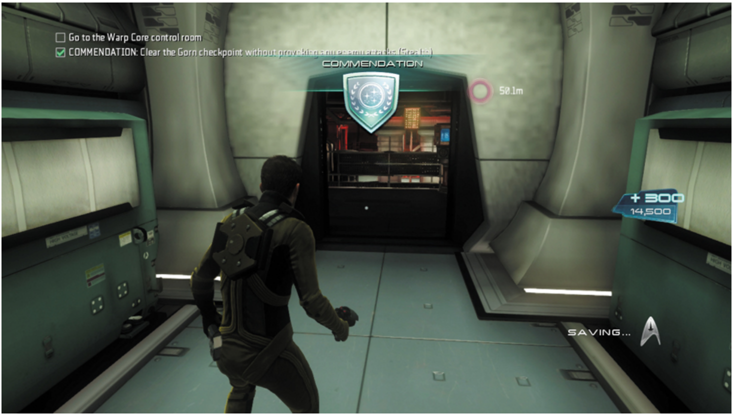
Before exiting the checkpoint, look on the crates to the left of the exit to scan this audio log.

Type: Audio Log

Set: Taking the Ship Back/Logs

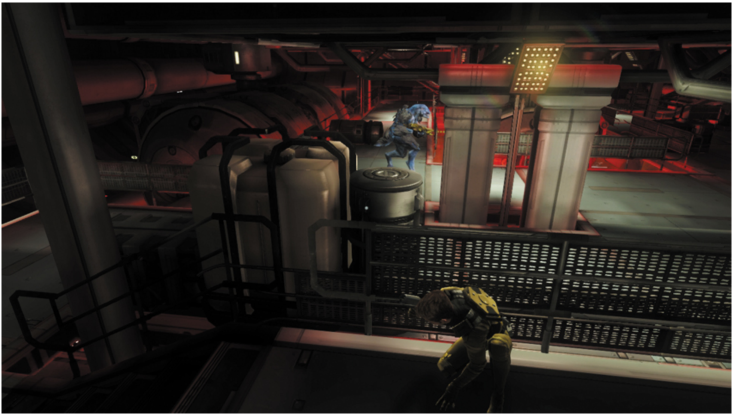
XP: 50

Log Entry: Chief Engineer's log, supplemental. This one's directed at the chief of requisitions at Starfleet sitting with his feet up on his desk back in San Francisco in his lovely office overlooking the Golden Gate Bridge having spent a leisurely afternoon denying, yet again, my request for resupply of vital components. It's not like this is the flagship of the entire fleet. Oh, what's that? It is? Well, bravo me then. I've got quite the prestigious post, haven't I? If only it meant mindless bureaucrats listened to me on occasion.

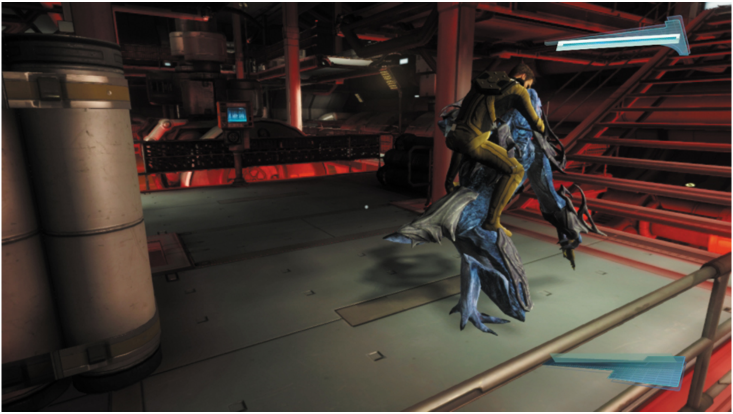


☐ Go to the Warp Core control room

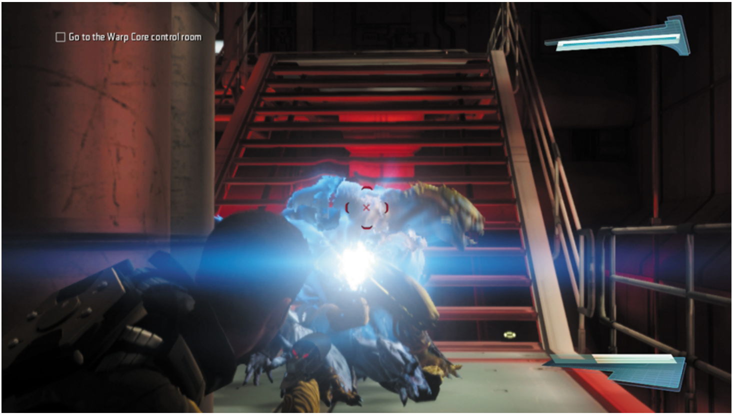
☑ COMMENDATION: Clear the Gorn checkpoint without provoking any enemy attacks (Stealth)



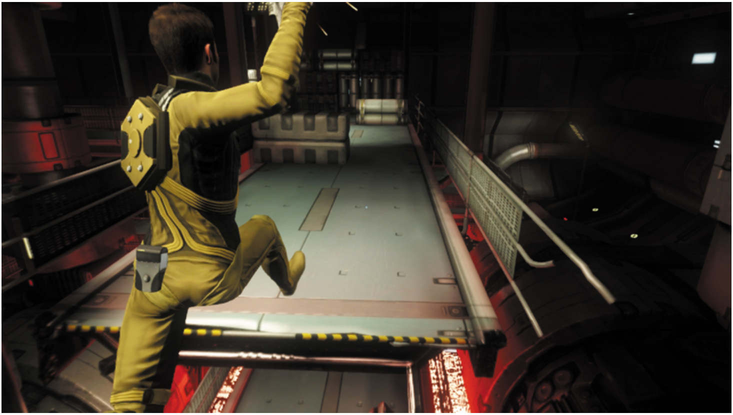
After scanning the audio log, unlock the door near the mine you disabled earlier. If you made it through the checkpoint without provoking any attacks, you earn the stealth-based commendation here, worth 300 XP. But you're not out of danger quite yet. The room ahead is patrolled by a Gorn Enforcer and a Gorn Warrior. The Gorn Enforcer patrols the lower level while the Gorn Warrior covers the upper level catwalk system. Take cover near the room's entrance and wait for the Gorn Enforcer to pass your position.

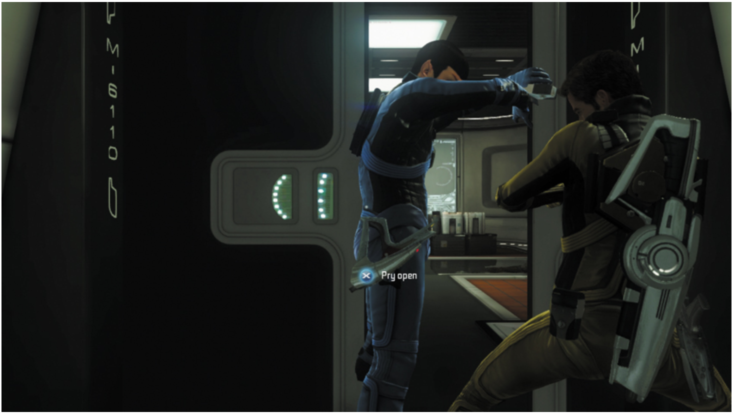


While crouched, stalk the Gorn Enforcer through the lower level. While crouched, you can't move fast enough to catch-up to the Gorn Enforcer. So be ready to take cover in case the enemy turns around. Be patient and wait for the Gorn Enforcer to come to a pause in his patrol—he usually pauses at the staircase leading up to the catwalk system. This gives you the opportunity to sneak up behind him and perform a silent takedown.



Instead of heading upstairs, lure the Gorn Warrior above down to the lower level. Use your tricorder to monitor his movements above, then use a sound decoy to get his attention. Wait for him to come down the stairs to investigate, then ambush him, stunning him with your phaser and performing a takedown before he can recover.



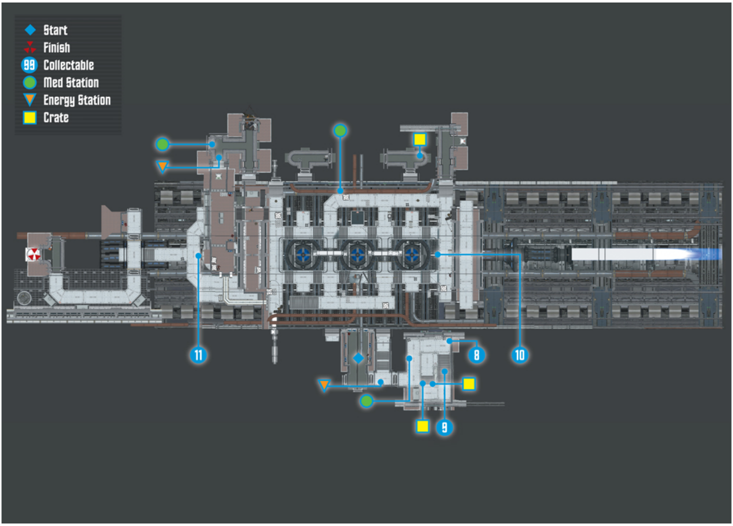


With the Gorn Enforcer and Gorn Warrior out of your way, you can now proceed to the Warp Core control room. Head upstairs and follow the catwalk system. At one point you must leap across a gap in the catwalk—sprint, then jump to reach the other side with ease. If you fall short, you may grab hold of the ledge, requiring you to pull yourself up. Just ahead, you can grab a Starfleet Phaser Rifle off a dead infected crewman. The nearby door is stuck, so work with your partner to pry it open.

Upon entering the control room, Kirk and Spock are startled by a sound coming from behind a stack of crates. But the source of the sound is none other than Keenser, Scotty's trusty assistant. Relieved, Kirk orders Keenser to fall-in and join them.

Taking Back the Ship Part 2

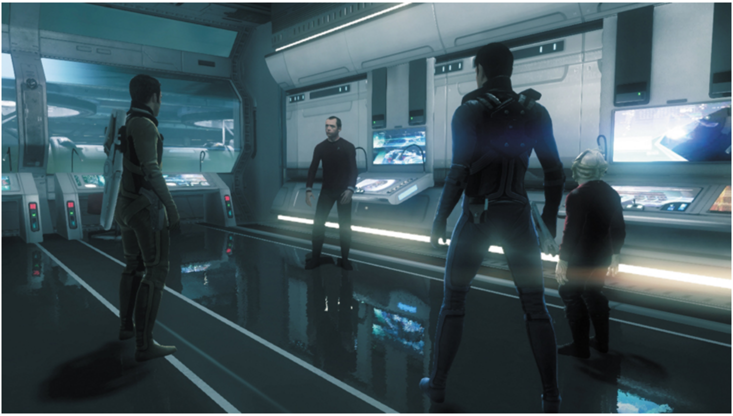
Warp Core



Open this map in a new window

Collectables Checklist

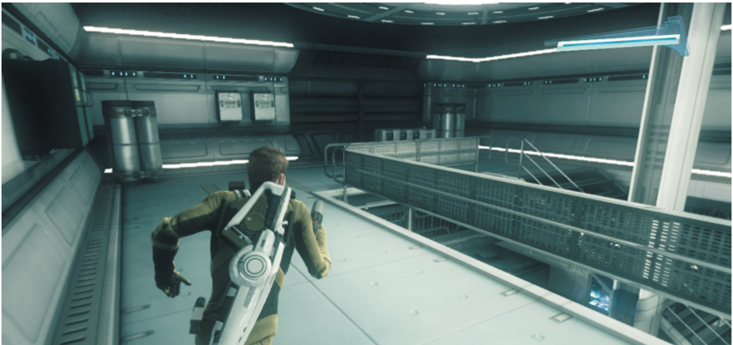
#	Name	Type	XP
8	Sulu's Audio Log #2	Audio Log	50
9	How Warp Drive Works (1 of 3)	Research Data	100
10	How Warp Drive Works (2 of 3)	Research Data	100
11	How Warp Drive Works (3 of 3)	Research Data	100



Just ahead, Scotty is delighted to see Kirk, Spock, and Keenser—he orders Keenser to begin initializing the warp drives. But only one of the cores will lower—this needs to be fixed. But before any work can commence, Spock suggests clearing the area of Gorn so Keenser can complete his work.

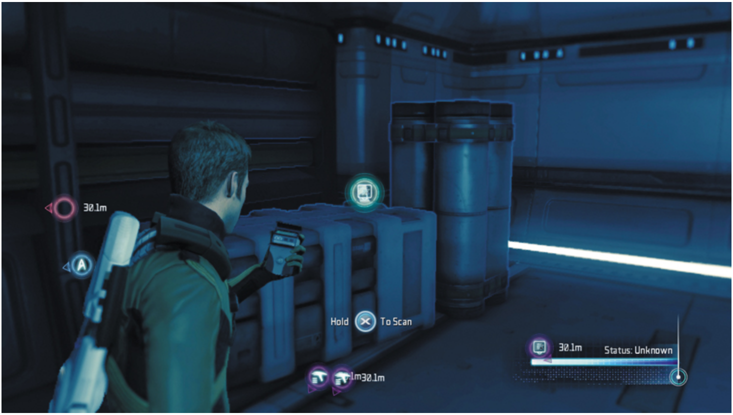
- New Objective: Clear the Lower Core of all Gorn

- Commendation: Take down all Gorn without provoking any enemy attacks (Stealth)



Unlock the control room's door and proceed into the next corridor—there's an energy station on the right. But instead of following the waypoint marker down the stairs to the left, go through the next door straight ahead for a short detour. You enter a room with a stairway leading down. Pause at the top of the stairs to look for an audio log.

8: Sulu's Audio Log #2



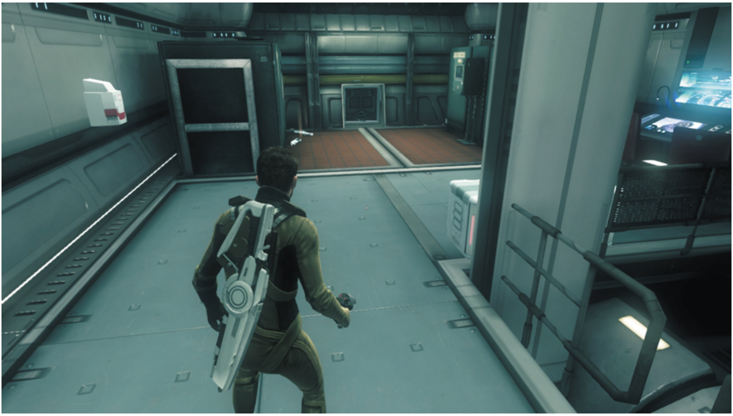
This audio log is located on some crates at the top of the stairs.

Type: Audio Log

Set: Taking Back the Ship Part 2/Logs

XP: 50

Log Entry: Personal Log, Lieutenant Hikaru Sulu. This is why I signed-up, to pilot a starship at the very edge of explored space, and beyond. But I'm reminded that to get there means encountering threats we might not be prepared for. That the voyage out there means there's no voyage back home. I'm just grateful we have the Captain that we have. I'm not sure he can even imagine the possibility of failure. Makes it a lot easier to pilot the ship where he tells me to—no matter what's waiting for us when we get there.

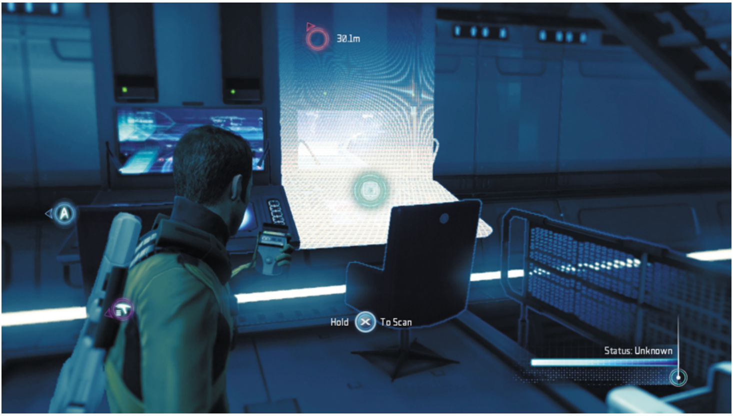


After scanning the audio log, head downstairs for a few more supplies. Here you can find two Starfleet Phaser Rifles on the floor as well as two crates, each containing a Stun Grenade. There's also a Med Station on the wall. Once you've stocked-up, perform another scan with your tricorder to find another collectable.

Note

In addition to supplies, there's also an accessible vent in this store room. However, accessing this vent doesn't give you a distinct advantage over the patrolling Gorn Warriors in the Lower Core. But feel free to explore this vent if you wish.

9: How Warp Drive Works (1 of 3)



Scan the terminal in this storage area beneath the stairs to gather another collectable.

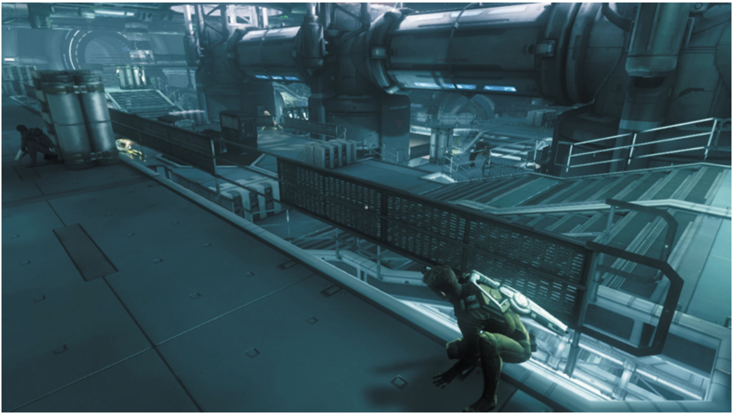
Type: Research Data

Set: Taking Back the Ship Part 2/Warp Drive Specs

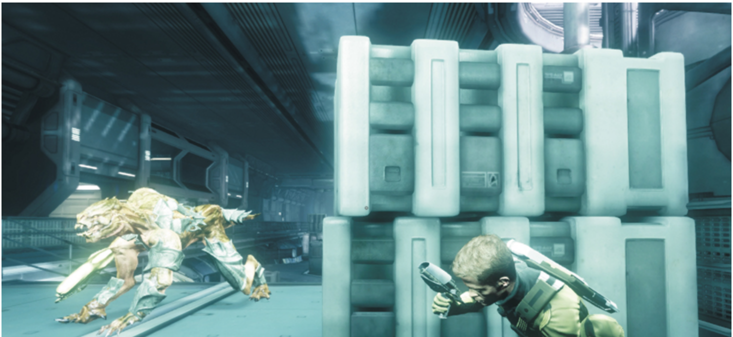
XP: 100

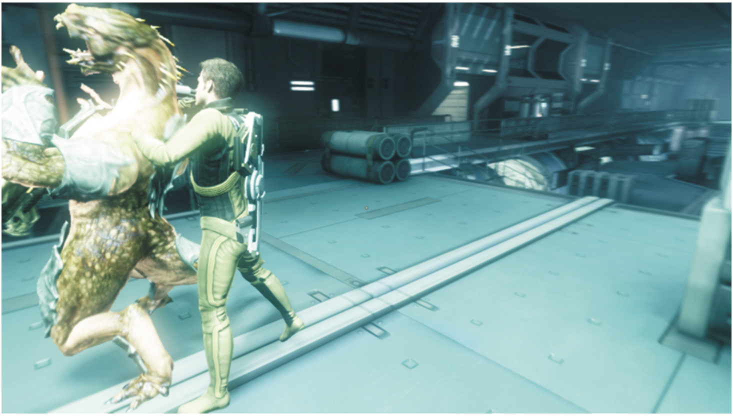
Log Entry: Right. Warp drive. Faster-than-light travel. Where do we start? How about subspace? Seeing as how the existence of subspace is the only reason we can travel FTL anyway. Subspace is our shortcut, our rabbit hole, the looking-glass dimension that allows us to cheat the old rules of space and time. We haven't completely figured out how it works, but we know how to get in and out in one piece. Good enough for me.

Lower Core



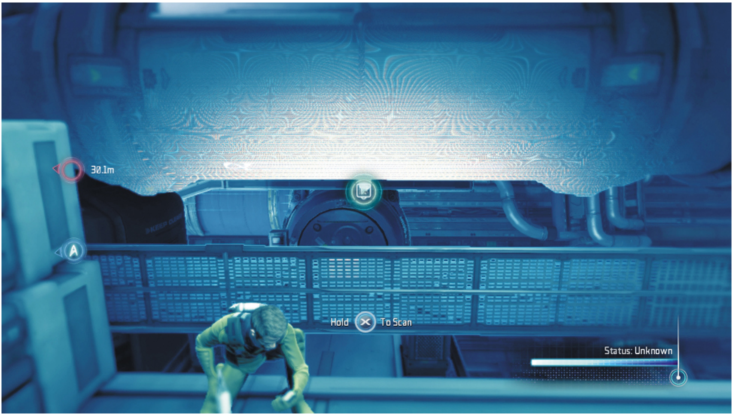
Once you've gathered gear and scanned the collectable, head back upstairs and return to the corridor with the Energy Station, just outside the control room. Now, follow the waypoint marker into the Lower Core. Take cover near the doorway and scan the area for enemies. There are three Gorn Warriors patrolling this area. If you want to earn the stealth-based commendation, you must dispatch them quietly, without provoking any attacks.





Start by moving to the right side of the walkway, taking cover behind the crates at the top of the stairs. Keep an eye on the nearby Gorn Warrior and wait for him to approach you. As long as you stay behind cover, he won't see you. But be ready to stun him just in case. As the Gorn Warrior climbs the stairs and walks past you, sneak up behind him and perform a takedown—one down, two to go.

10: How Warp Drive Works (2 of 3)



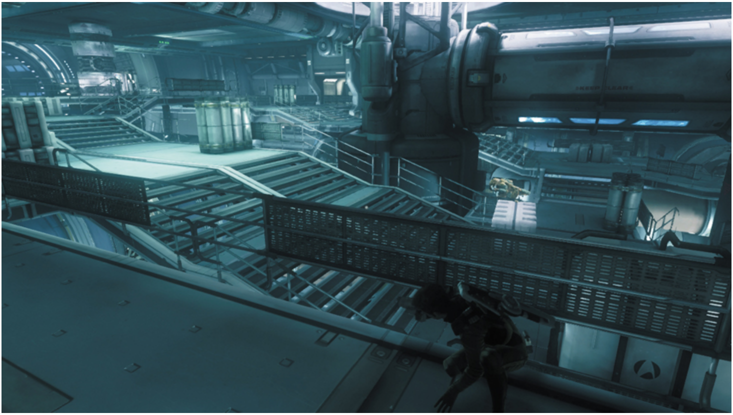
After incapacitating the first Gorn Warrior, scan this large horizontal pipe near the crates at the top of the steps.

Type: Research Data

Set: Taking Back the Ship Part 2/Warp Drive Specs

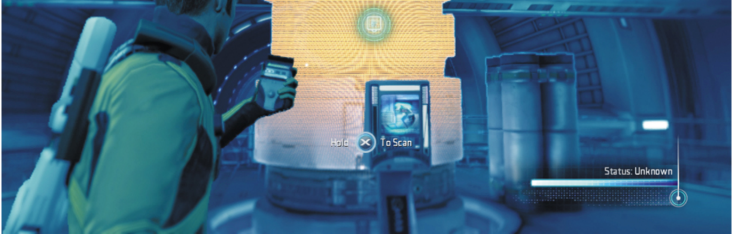
XP: 100

Log Entry: To enter subspace, and thereby travel faster than light, we need to create something called a warp bubble around the ship. A very clever fellow named Zefram Cochrane was the first one to do this, and basics he came up with are still what we use today. All you need is a controlled matter-antimatter explosion, some dilithium crystals, and a warp coil or two. Congratulations, you just made a warp drive.



The remaining two Gorn Warriors don’t move much from their posts at the center of the room. So instead of trying to lure them toward you, it’s best to sneak around the back side of the room and surprise them from behind. Return toward the Lower Core’s entrance, then move to the far left side of the room. Stay behind cover during this advance to avoid being spotted by the Gorn Warriors. Transition from one piece of cover to the next to keep a low profile.

11: How Warp Drive Works (3 of 3)



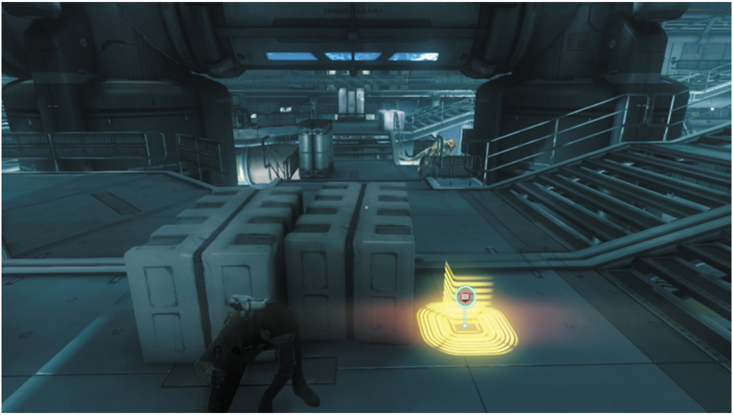
While moving to the back side of the Lower Core, take a moment to scan this cylindrical Warp Drive controls on the left side of the room.

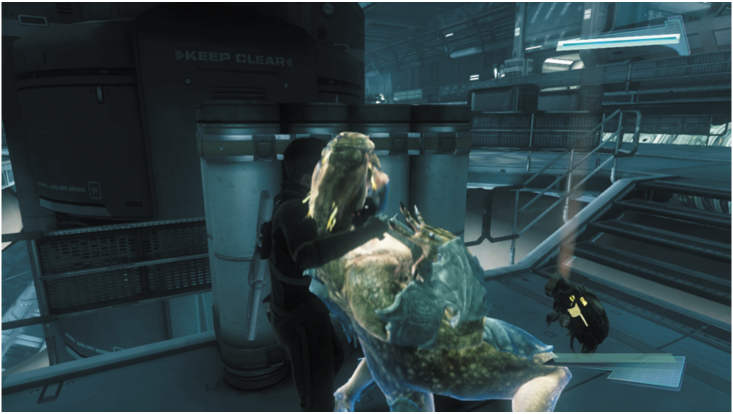
Type: Research Data

Set: Taking Back the Ship Part 2/Warp Drive Specs

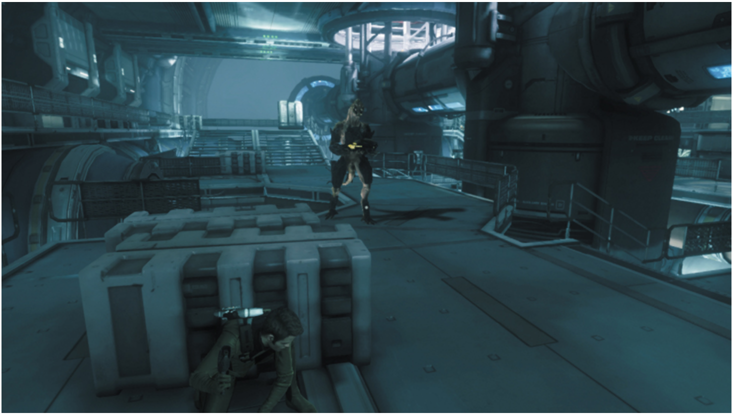
XP: 100

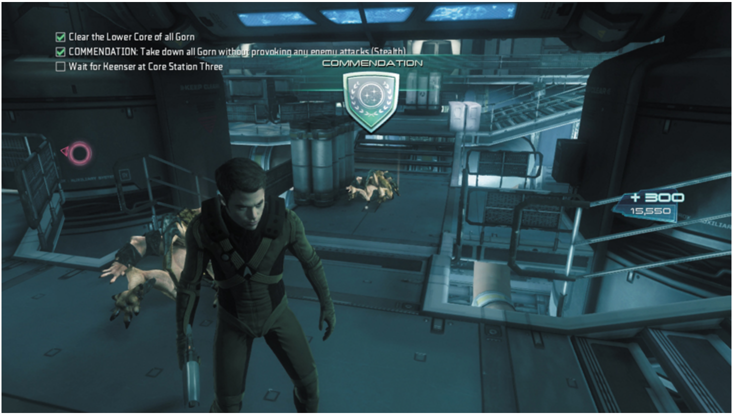
Log Entry: Warp factor is just a fancy term for the size of the bubble created by the warp drive. The bigger the bubble, the faster you can cross subspace, just like a bigger sail can catch more wind to cross an ocean. The good thing about sails, unlike warp drives, is that when they malfunction there’s no danger of wiping out the entire crew in a millisecond. Such are the benefits of simpler technology.





When you reach the back side of the room, descend a short flight of stairs and take cover behind the nearby crates. Here you can monitor the movements of two Gorn Warriors. The closest Gorn Warrior stays in one location beneath the large horizontal pipe, occasionally turning to face different directions. The other Gorn Warrior patrols the nearby walkway. When the patrolling Gorn Warrior moves away from your position, focus your attention on the stationary enemy—when he turns his back, stun him, then rush up behind him and perform a takedown. If you try to sneak up behind this guy, there's a chance he may turn and spot you. So it's safest to stun him when his back is turned before attempting a takedown.





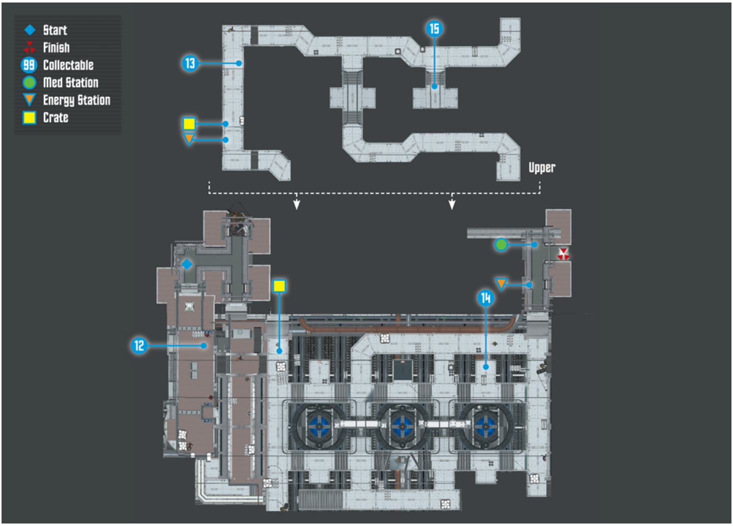
☑ Clear the Lower Core of all Gorn
☑ COMMENDATION: Take down all Gorn without provoking any enemy attacks (Stealth)
☐ Wait for Keenser at Core Station Three

Return to your position behind the crates and watch the last Gorn Warrior. During his patrol he may notice his incapacitated comrade and investigate. But he may not notice at all, and resume his patrol. Eitethr way, stay hidden behind cover until he turns his back, then stun him with your phaser. Quickly rush up behind the stunned Gorn Warrior and complete the takedown before he can recover. If you managed to eliminate all the Gorn Warriors without provoking an attack you earn the stealth-based commendation, worth 300 XP.

New Objective: Wait for Keenser at Core Station Three

Now that the Lower Core is clear of threats, Keenser can complete his work. Meet Keenser at the next waypoint marker. But when Keenser arrives, he's unable to complete his work—he feels there's something wrong with the Upper Core and wants you to investigate. Follow the waypoint marker to the next door and work with your partner to pry it open. Beyond the door is a short corridor with a Med and Energy Station. Resupply then climb the tall ladder at the end of the corridor to reach the Upper Core.

Upper Core

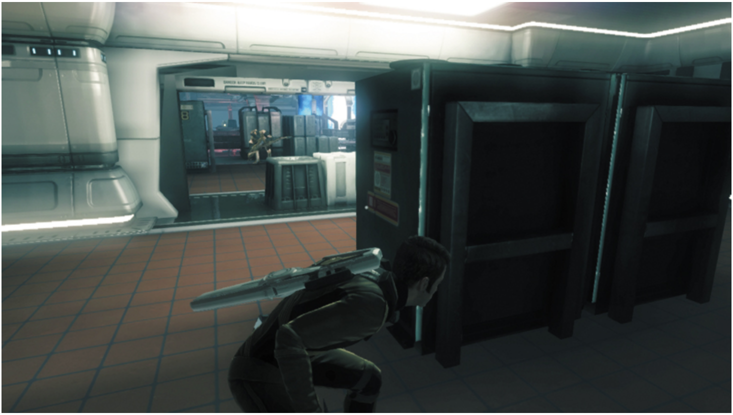


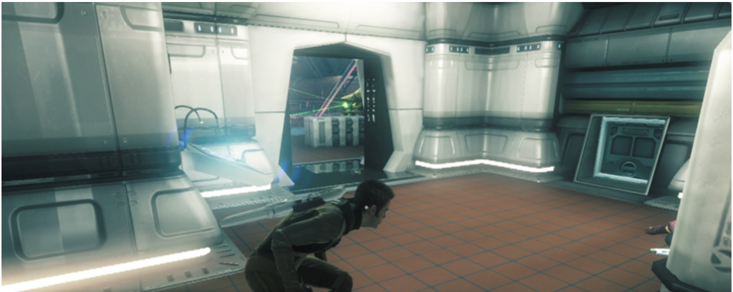
Open this map in a new window

Collectables Checklist

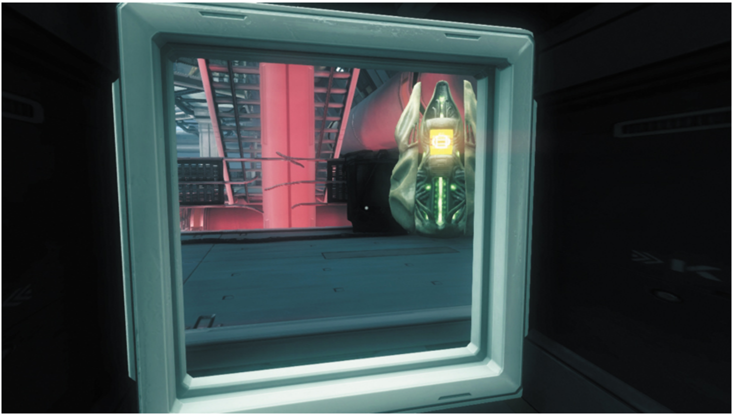
#	Name	Type	XP
12	The Warp Core (1 of 3)	Research Data	100
13	Scotty’s Audio Log #2	Audio Log	50
14	The Warp Core (3 of 3)	Research Data	100
15	The Warp Core (2 of 3)	Research Data	100

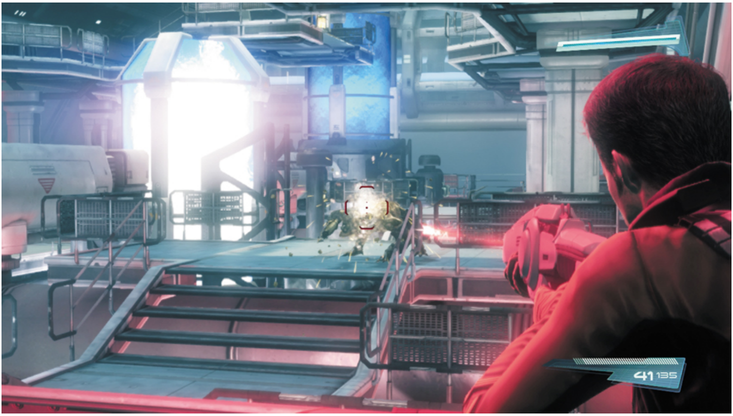
New Objective: Stop the Gorn from messing with the cores





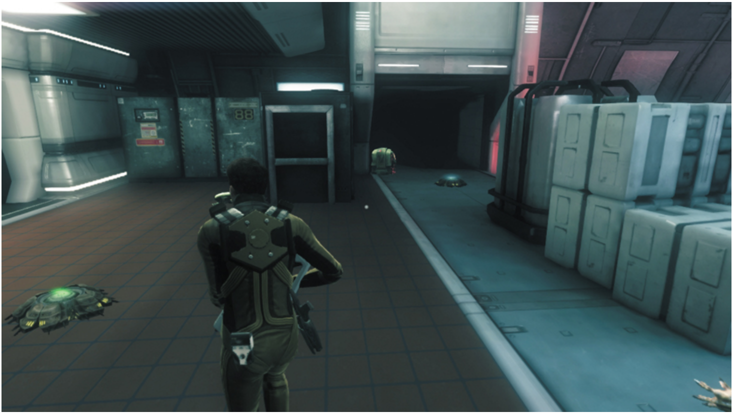
At the top of the ladder, immediately take cover behind the nearby crates. The Upper Core is well defended by several enemies, including two turrets and multiple mines—watch your step. Keep an eye on Gorn Warrior patrolling nearby. When he moves away from your position, move out, taking cover behind the tall piece of equipment nearby. Slip to the right side of the piece of equipment and move to the wall on the right. Through the next doorway, on the right, you can see one of the turrets. Wait for it to pan away from you, then move to the right, opening and entering the vent—this leads you to the turret's control station.





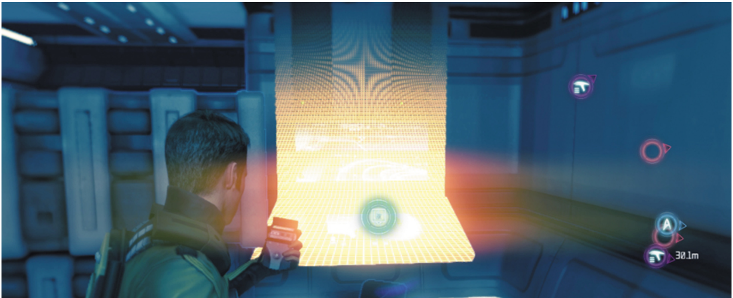
Crawl through the vent, but don't approach the exit just yet. Instead, use your tricorder to open the hatch at the end of the vent. Once the hatch is open, creep toward the exit, until you can see the turret's control station on the right. While still inside the vent, hack the turret's control console. Once the hack is complete, the turret begins gunning down the Gorn enemies in the room. During the chaos, step out of the vent, and take cover, opening fire with your Starfleet Phaser Rifle. Avoid moving too far from the vent's exit to prevent inadvertently triggering one of the mines on the ground floor. If necessary, lure more Gorn enemies toward the turret by shooting at them. As the enemies pursue you, they'll step into the range of the turret and get mowed down. Methodically lure all the Gorn toward the hacked turret until the Upper Core is clear.

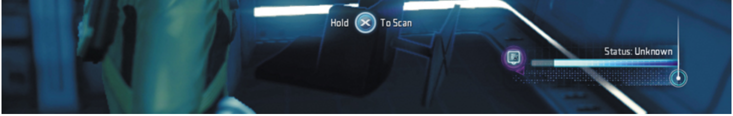
New Objective: Release pressure and lower Core One



Once all the Gorn are neutralized, Scotty reports that the Gorn have been tampering with the system. Now there's too much pressure in the core. He needs Kirk and Spock to work together to lower the pressure. While one releases pressure from the fail safe on the lower level, the other needs to lower the core from the upper level. If you don't time it right, the pressure will build back up. But before completing this objective, prepare the room for the inevitable Gorn counter attack. Start by locating the mines on this side of the room and bypassing them. However, steer clear of the opposite side of the room until you've hacked the other turret.

12: The Warp Core (1 of 3)





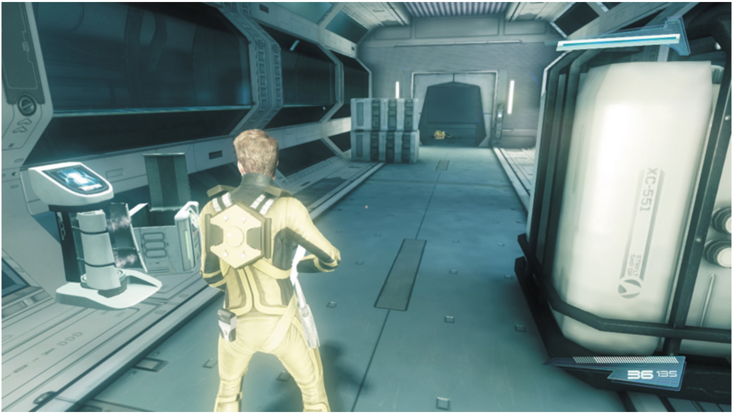
While scouring the lower level for mines, scan this terminal, not far from the ladder where you entered the Upper Core.

Type: Research Data

Set: Taking Back the Ship Part 2/Warp Core Specs

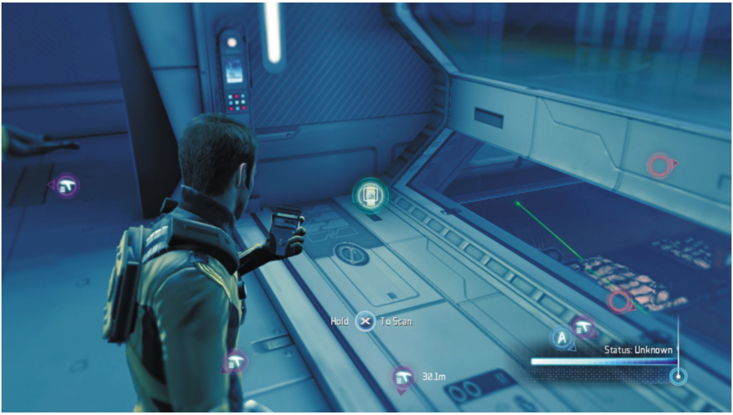
XP: 100

Log Entry: Any Chief Engineer who says they don't spend every waking moment of their lives thinking about the Warp Core is a degenerate liar who should be kicked out of the fleet. If the ship is the body, the core is the heart, and the sole point of the Chief Engineer's existence is to keep that heart beating. I'm sorry to get emotional, but facts are facts.



Next, climb the stairs just above the turret control station you hacked earlier and enter this upper level corridor with an Energy Station and a crate containing a Stun Grenade. There's also an audio log on the floor, not far from a dead crewman and Starfleet Phaser Rifle.

13: Scotty's Audio Log #2



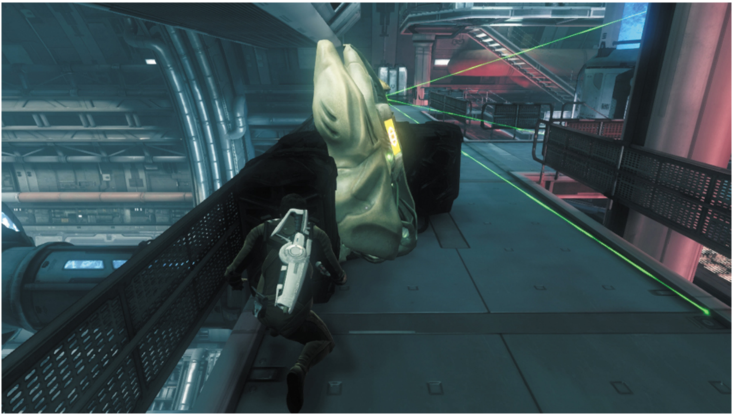
This audio log is located in the upper level corridor by the window overlooking the Upper Core.

Type: Audio Log

Set: Taking Back the Ship Part 2/Logs

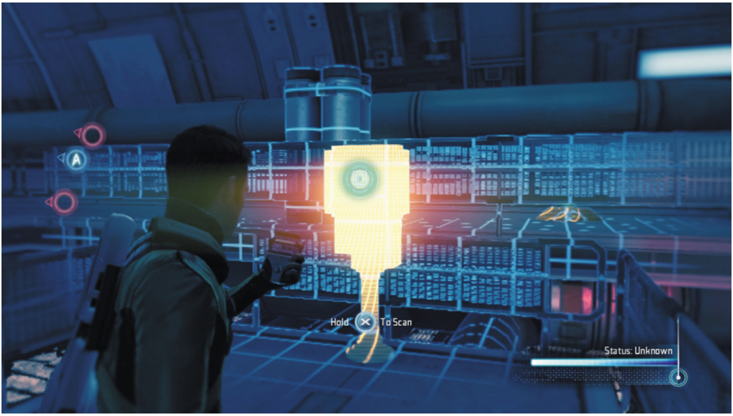
XP: 50

Log Entry: Chief Engineer's log, supplemental. I'd never tell the little bugger to his face, but Keenser just might be the most brilliant engineer I've ever met...not named Scott of course. When we first met I thought that blank stare he always was giving me was the sign of unfortunate alien genetics. But as time past, I realized it just means that miraculous little brain of his is humming along solving problems before I'm even aware of them. He still smells a bit lit burned toast, but I'll be damned if I'm not more fond of him by the day.



Now, make a move for the second turret. Stay on the upper level and advance along the catwalk on the left side. As long as you stay up here, the turret can't spot you. At the end of the catwalk, monitor the turret. As it pans away from you, leap over the catwalk railing and drop down to the lower level, right next to the turret's control station. Take cover along the left side of the station and hack the turret—as long as you stay right next to the station, the turret won't spot you during the hack. Once the turret is hacked, bypass the two mines located nearby. Now the Upper Core is ready for the Gorn counter-attack.

14: The Warp Core (3 of 3)



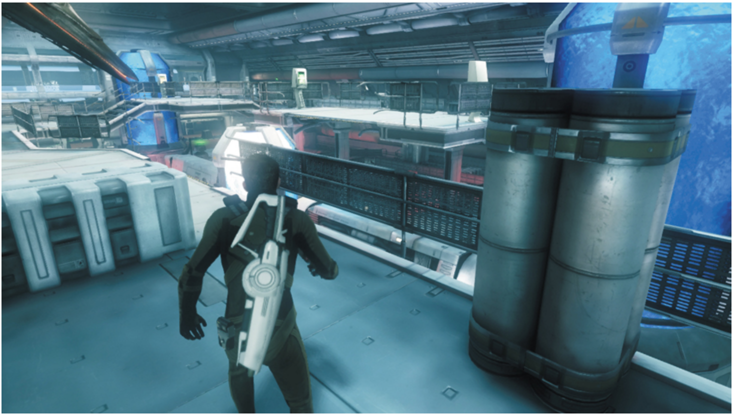
After hacking the second turret, scan this console nearby, on the lower level.

Type: Research Data

Set: Taking Back the Ship Part 2/Warp Core Specs

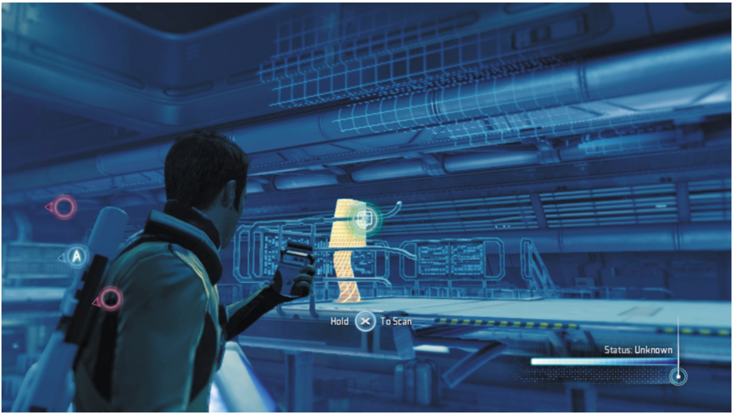
XP: 100

Log Entry: But what about the sound? they say. “How can you stand the ever-present hum of the warp core day in and day out?” And I ask them if they ever get tired of the sound of their own breathing. And they look puzzled for a second. And then they walk away. And I go back to work.



Now that the mines and turrets are bypassed, it’s time to release the pressure in Core One. But you must work together to pull this off. For the first core, head up to the upper floor while your partner stays on the ground floor. Before initiating the release, there’s one more collectable to scan on the upper level.

15: The Warp Core (2 of 3)



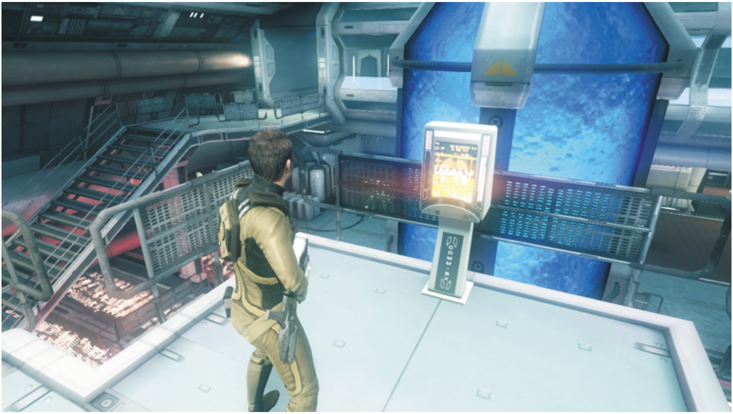
On the upper level, scan this console on the distant isolated platform.

Type: Research Data

Set: Taking Back the Ship Part 2/Warp Core Specs

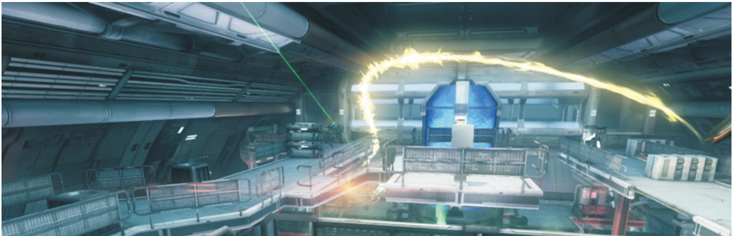
XP: 100

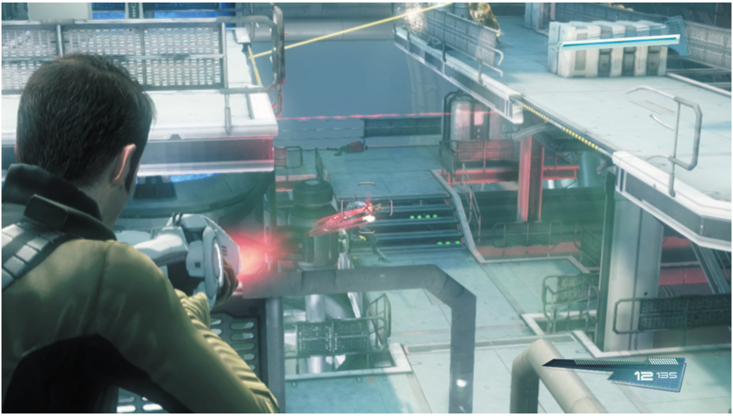
Log Entry: I've been asked if it doesn't get a bit boring spending all my time in Engineering. We don't even have windows. But the fact is, I'm too busy making sure the controlled matter-antimatter explosions stay controlled, the dilithium crystal converter assembly stays assembled and converting, and the warp coils stay coiled and warping. My job is the opposite of boring.



Follow the waypoint marker to the console on the upper level, while your partner moves to the marked console below. As soon as your partner releases the pressure downstairs, Scotty tells you to lower the core—activate the console to lower the core when Scotty tells you to.

New Objective: Seal the containment drum to stop the radiation leak

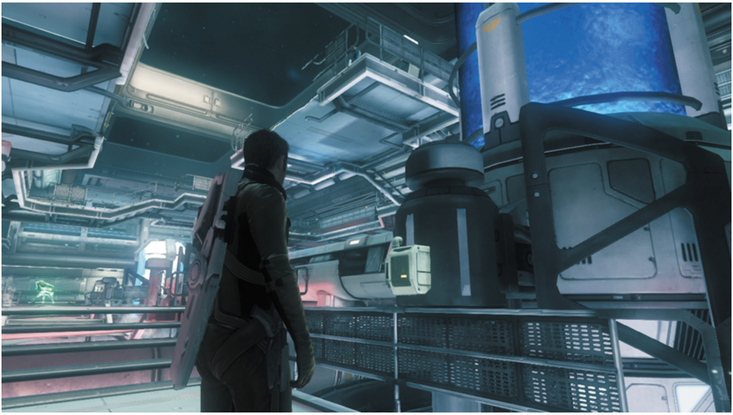




Shortly after Core One is lowered, a breach occurs in the containment drum downstairs, spewing out radiation. But that's the least of your worries. Several Gorn beam into the Upper Core at the same time and attack. Immediately take cover and return fire, using your Starfleet Phaser Rifle. Fortunately, you're not alone in this fight. The hacked mines and turrets are great allies during this battle, serving as much more than a deterrent. Stay behind cover and mop up the surviving Gorn Enforcers and Gorn Warriors before attempting to seal the radiation leak.

Immediately following the fire fight, advance along the left side of the upper level catwalk and drop off the side, where the railing is damaged. This puts you close to the ruptured containment drum on the lower level. But the closer you get to the drum, the more damage you take from radiation. Activate your tricorder, target the small console attached to the drum, and activate it to seal the leak.

New Objective: Release pressure and lower Core Three

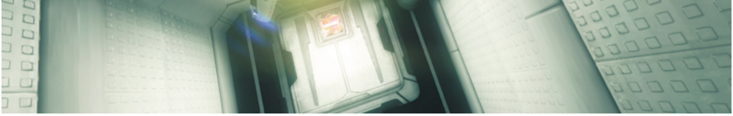


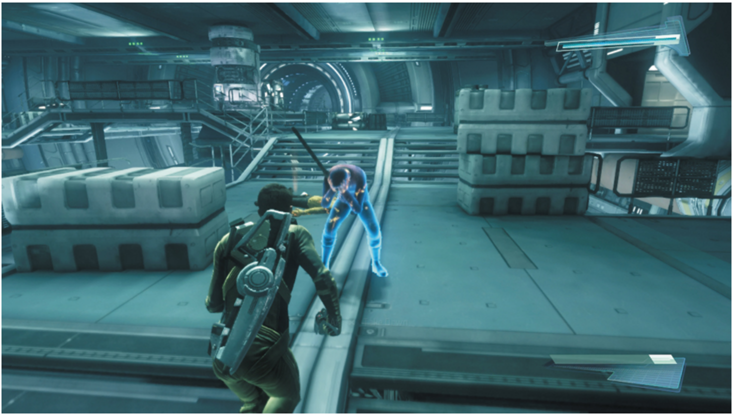
With the radiation leak contained, approach the next core. Since you're already on the lower level, handle the fail safe this time while your partner lowers the core. Wait until your partner is in position above, then use your tricorder to release the pressure from the fail safe. This prompts Scotty to order your partner to lower the core. As the core begins to lower, Scotty tells you to return the the Lower Core—Keenser is in trouble.

Lower Core Revisited

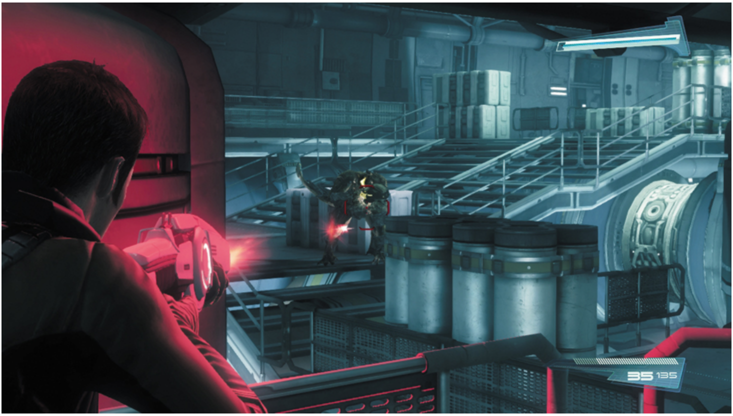
New Objective: Clear the Lower Core to rescue Keenser

Commendation: Complete your objectives without directly killing any Infected (Non-Lethal)



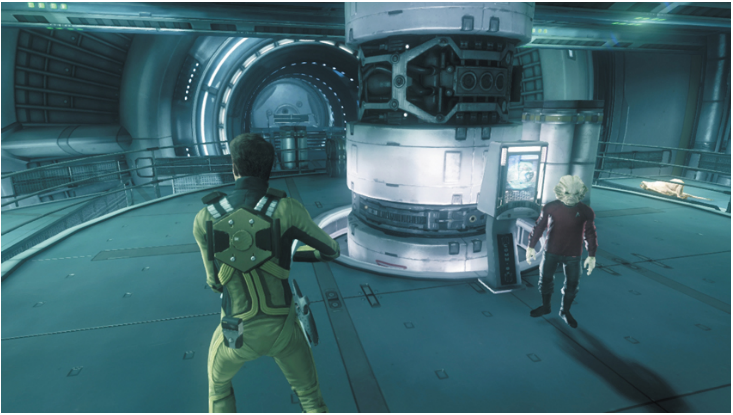


Follow the waypoint marker to a door and work with your partner to pry it open. Use the Energy and Med Stations in the adjoining corridor, then open a hatch in the floor. Grab hold of the ladder in the hatch, then climb down to the next corridor. Unlock the door in the short passage to reenter the Lower Core. Several infected crewman and Gorn now patrol the Lower Core. Be ready to use a mix of lethal and non-lethal force. Stun the infected crewmen with your phaser, then incapacitate them with takedowns. However, some of the infected crewmen are equipped with Starfleet Phaser Rifles and may deflect your stun attacks with the weapon's shield. In such cases, use Stun Grenades to stun the infected crewmen.



When it comes to engaging the Gorn enemies, switch to your Starfleet Phaser Rifle, and stay behind cover—at least one of these enemies is equipped with an Arc Driver. There's no need to remain stealthy in this fight, but if you want to earn the non-lethal commendation, you must avoid any deaths among the infected crewmen.

New Objective: Meet Keenser at the Warp Drive controls



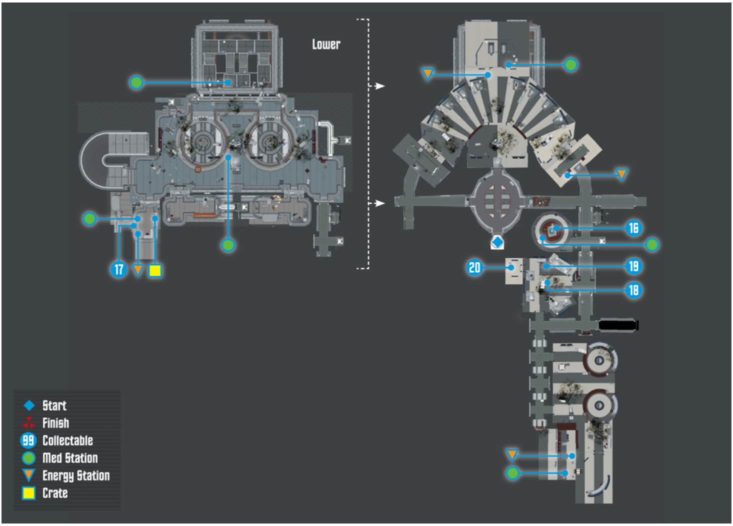
Once the Lower Core is clear of threats, follow the waypoint market to the Warp Drive controls and wait for Keenser to show up. After a short time at the Warp Drive controls, Keenser gets the Warp Core back online. Spock suggests focusing on the infected crewmen next. Bones reports that he could use some help in the Medbay.

New Objective: Take the Turbolift to Medbay

☑ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)
COMMENDATION
+ 300

Follow the waypoint marker toward the Turbolift in the Lower Core. Along the way, Sulu provides an update regarding the Gorn tethers. He feels if he could pulse the Enterprise's shields he could disrupt the tethers. Kirk orders Sulu to work on his theory, but they'll have to get control of the ship before he tests it out. Upon activating the Turbolift's controls, you earn the non-lethal commendation, worth 300 XP—assuming you cleared the Lower Core without killing any infected crewmen.

Spread the Cure



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Collectables Checklist

#	Name	Type	XP
16	Sickbay Equipment	Research Data	100
17	Scotty's Audio Log #3	Audio Log	50
18	Sickbay Gurney	Research Data	100
19	Chekov's Audio Log #3	Audio Log	50
20	Tribble (6 of 7)	Tribble	250

Medbay

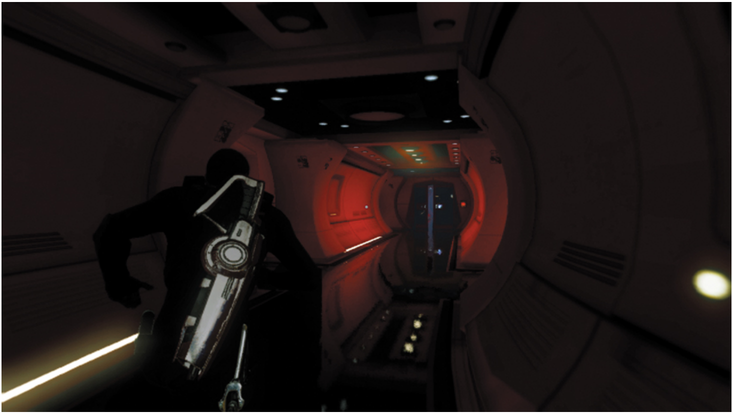
New Objective: Go to Bones in the Medbay

COMMAND LOCKOUT
ENTERPRISE
MEDBAY

As the Turbolift arrives on the Medbay level, the adjoining corridor is bathed in red emergency lighting. Cross the corridor as a security officer battles some Gorn in the connecting corridor—there's no need to intervene. Instead, pass through the doorway ahead and look for Dr. McCoy in the dimly lit Medbay—follow the waypoint marker to his location. McCoy says he has plenty of injured crewman to look after. His medical team has managed to barricade themselves in the Medbay, but the Gorn keep attacking. When Spock asks about an antidote for the infected, Bones says he can synthesize an airborne vaccine, but he needs to have the lights back on. Not only is it difficult to see, he doesn't have enough power to replicate enough vaccine for the whole ship. Spock assures Bones that they can restore power to Medbay. Following the conversation with Bones, use one of the Energy Stations in Medbay to replenish your ammo.

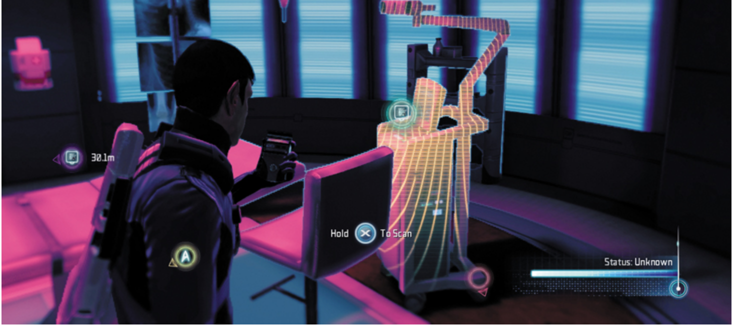
New Objective: Go to the power control room in the lower deck

Commendation: Complete your objectives without provoking any enemy attacks (Stealth)



In Medbay, follow the waypoint marker to a set of large blast doors. The doors open as you approach, and close behind you after you pass through them. Race through the corridor toward the next waypoint marker. But instead of turning to the left at the end of the corridor, pass through the partially open doors on the right to enter a small exam room containing a collectable.

16: Sickbay Equipment



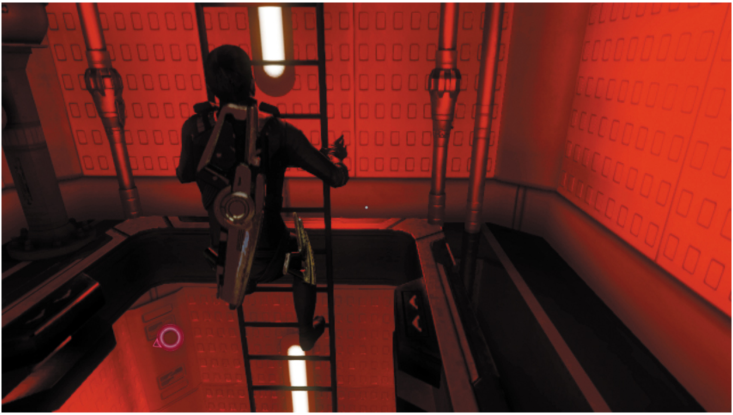
Scan the console next to the examination table to acquire another collectable.

Type: Research Data

Set: Spread the Cure/Federation Medical Tech

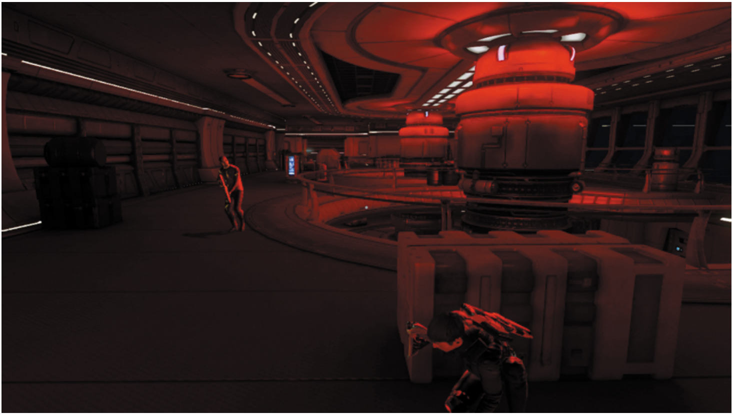
XP: 100

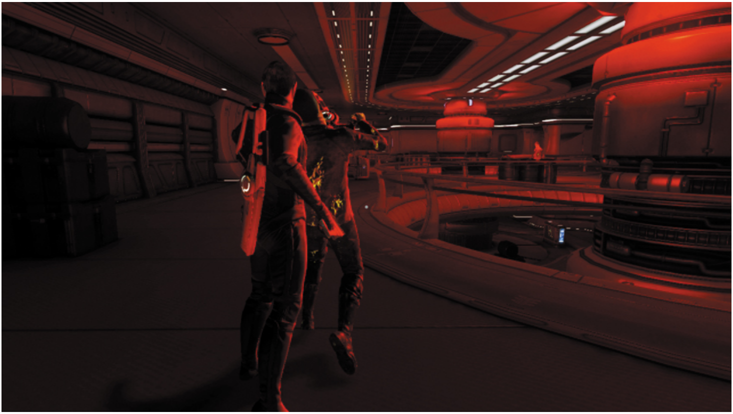
Log Entry: Bones would be better to ask about this. I try to spend as little time as possible in Sickbay. I mean, it's right there in the name. Sickbay. Who wants to go to a place called Sickbay? Why not call it Healthbay? The Happy Room? The Pain-Free Lounge? No imagination in Starfleet.



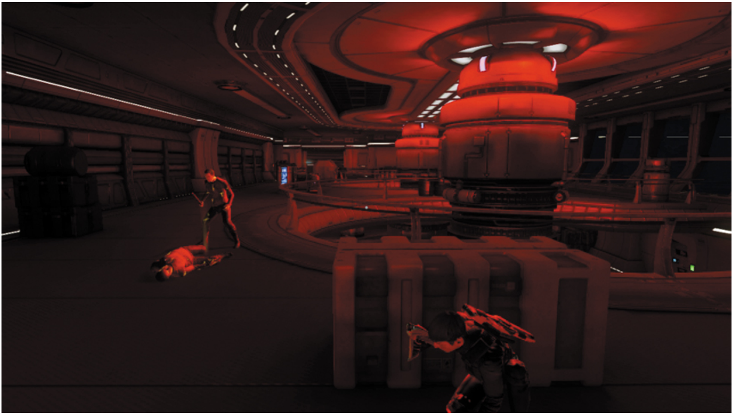
After completing the exam, return to the corridor and open a hatch in the floor at the waypoint marker. Once the hatch is open, interact with the ladder and climb down to the lower deck. There are no enemies in the corridor below, but there are several infected crewmen in the next room. So before you pass through the next door, crouch and creep inside to avoid being detected.

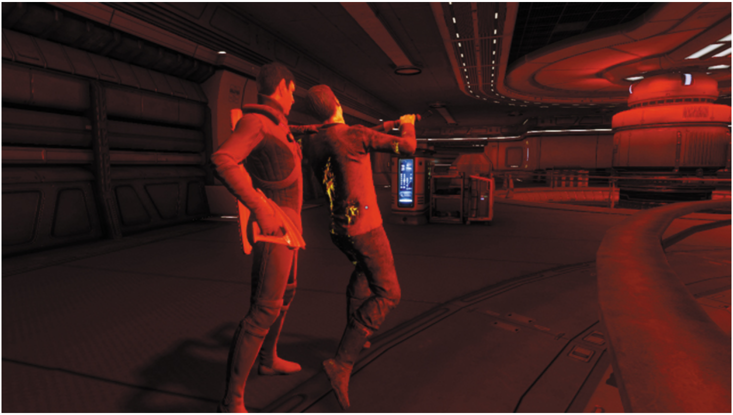
Lower Deck



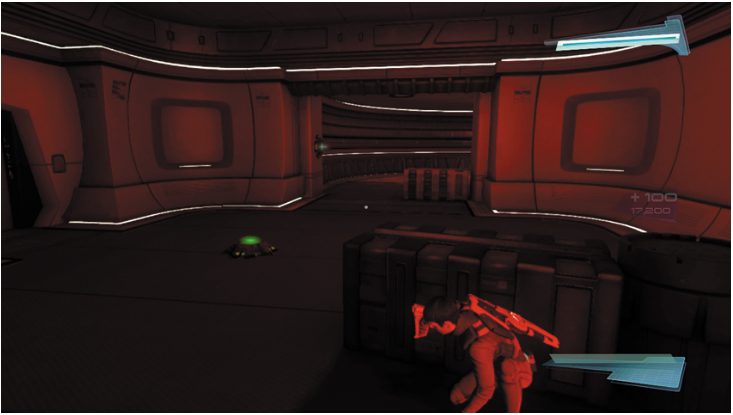


Two infected crewmen patrol the upper level of this large room. There are also two infected crewmen and one Gorn Warrior positioned on the floor below. If you want to earn the stealth-based commendation here, you must restore power without being seen. Start by taking cover behind one of the crates near the room's entrance. Make sure your partner stays out of sight, too. As the nearby infected crewman approaches your position, wait for him to turn around, then sneak up behind him and perform a silent takedown.

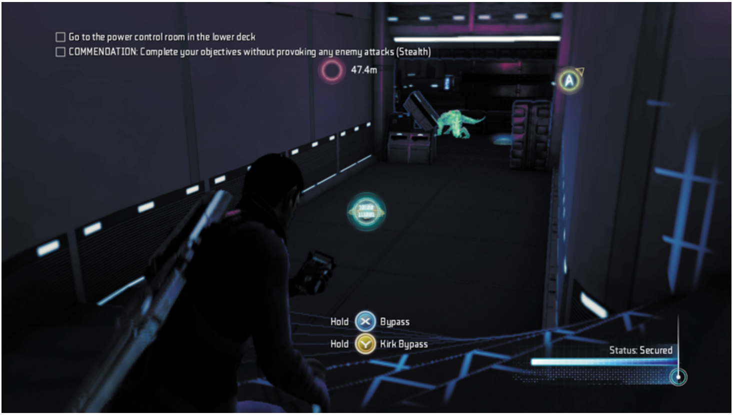


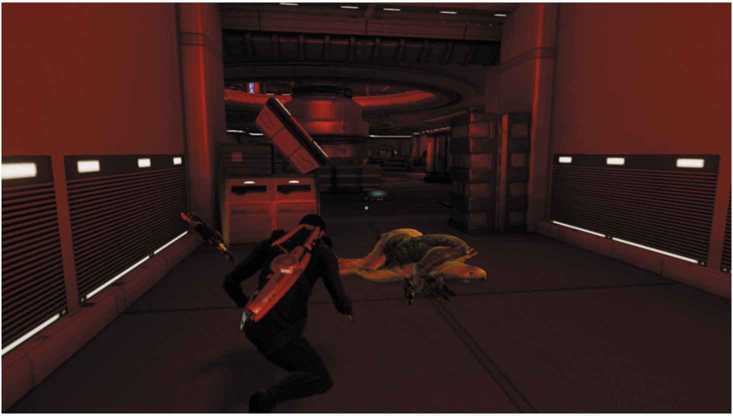


Immediately after incapacitating the first infected crewman, retreat to you hiding spot behind the crates. The other infected crewman may take notice of his fallen comrade and begin to investigate. Stay hidden behind the crate until this enemy turns around and resumes his patrol. At this point, creep up behind him and put him to sleep with a takedown. If the second infected crewman doesn't investigate his fallen comrade, simply sneak up behind him during his patrol and perform the takedown. The upper level of the room is now clear, except for a few mines. However, remain crouched. Running or making any noise up here may alert the enemies downstairs and prompt them to investigate.

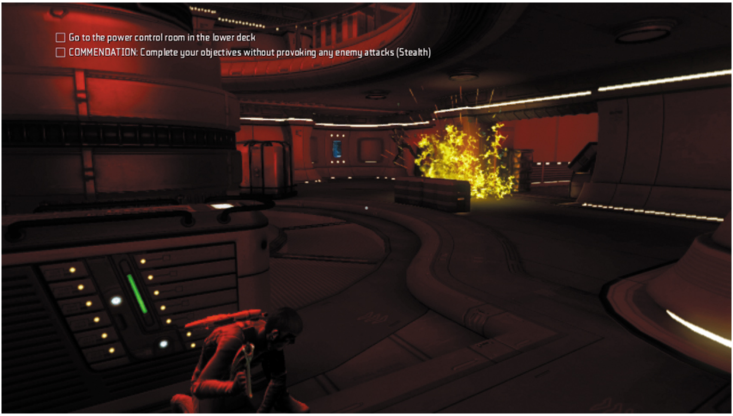


Now it’s time to deal with some mines. There’s a mine on the floor just ahead as well as one on the wall next the spiral staircase. Keep your distance from both mines and use your tricorder to bypass them. The mines will come in handy later; you can use them to eliminate enemies without blowing your cover.


☐ Go to the power control room in the lower deck
☐ COMMENDATION: Complete your objectives without provoking any enemy attacks (Stealth)

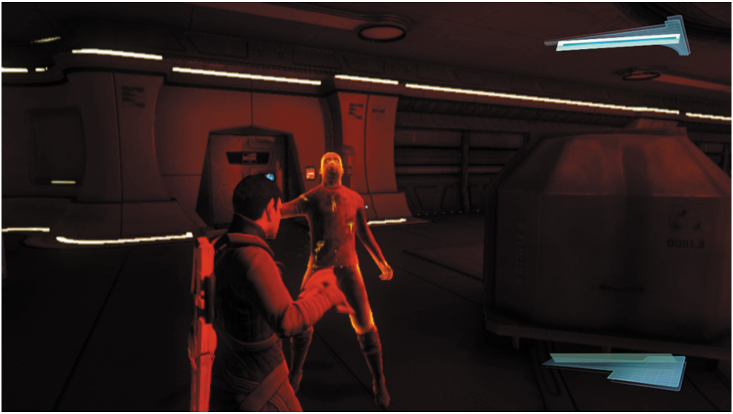


After hacking the two mines, cautiously creep down the spiral staircase. Just ahead you can see a Gorn Warrior and two more mines. Fortunately, the Gorn Warrior's back is turned, so as long as you remain quiet, he won't see you. Bypass the mine a few meters behind the Gorn Warrior. The Gorn Warrior is too far away to trigger the hacked mine. Creep back up the staircase, so you're out of view of the enemy, then place a sound decoy next to the mine, using your tricorder. The sound decoy causes the Gorn Warrior to approach the hacked mine; he walks directly into your trap. The sound of the mine exploding won't draw the attention of the infected crewmen on the ground floor. So continue down the stairs and hack the next mine, near the entrance to the spiral stairway.

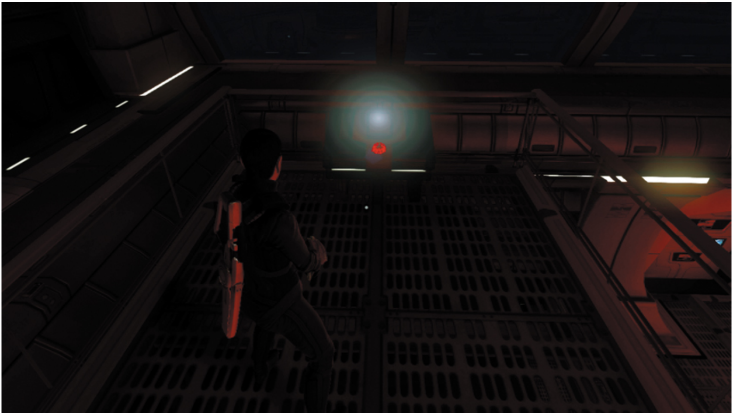


☐ Go to the power control room in the lower deck
☐ COMMENDATION: Complete your objectives without provoking any enemy attacks (Stealth)

After descending the spiral staircase, move to the left side of the room and use your tricorder to locate the two infected crewmen nearby. These two infected crewmen maintain static positions within view of each other, which makes it difficult to take them down while remaining undetected. So take cover on the left side of the room and use your tricorder to attract one of the infected crewmen using sound decoys. Once you have the attention of one crewman, use more sound decoys to lead him toward the hacked mine at the base of the spiral staircase. Fortunately, there's no penalty for killing infected crewmen during this sequence—you just need to remain stealthy.

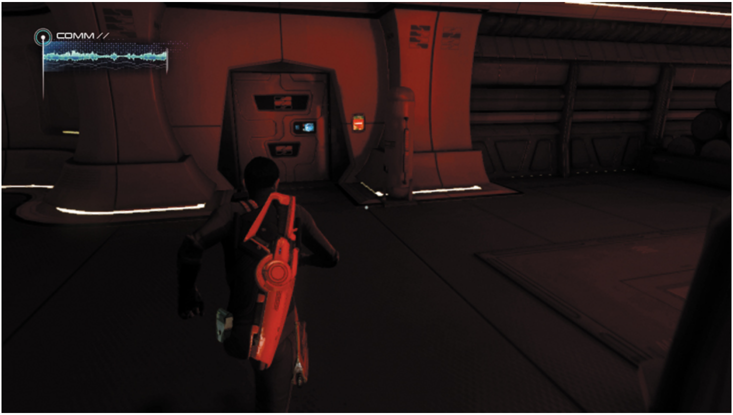


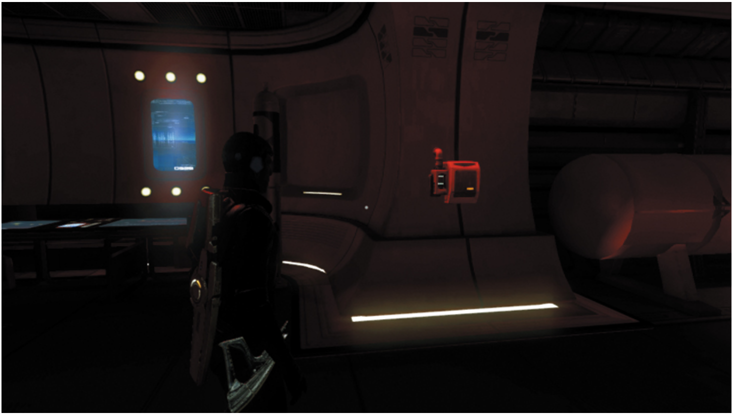
The last infected crewman remains stationary, but you still must avoid moving within his line of sight. Instead of trying to sneak up behind him, stun him with your phaser (from behind), then rush up to him and perform a takedown before he can recover. Both the upper and lower levels of the room are now clear. Advance through the nearby door to enter the control room.



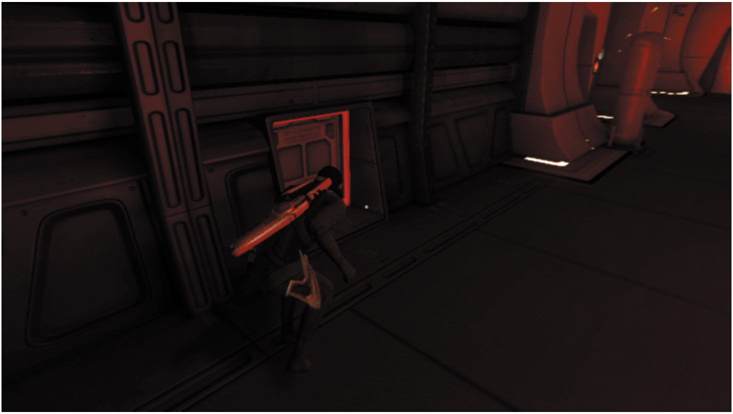
But when you reach the control room, it's clear that your work isn't complete. Spock says power must be redirected using the two access points. However, before you can do that you must repair the control panels for the two generators. Use your tricorder to see the power lines running from each access point to the damaged control panels.

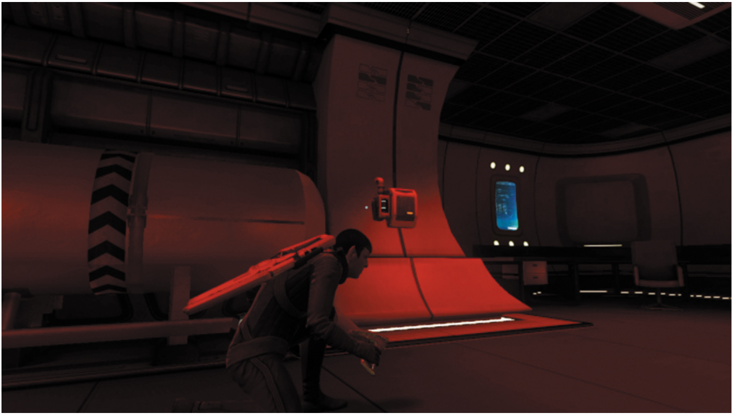
New Objective: Find and repair the control panel for each of the two generators





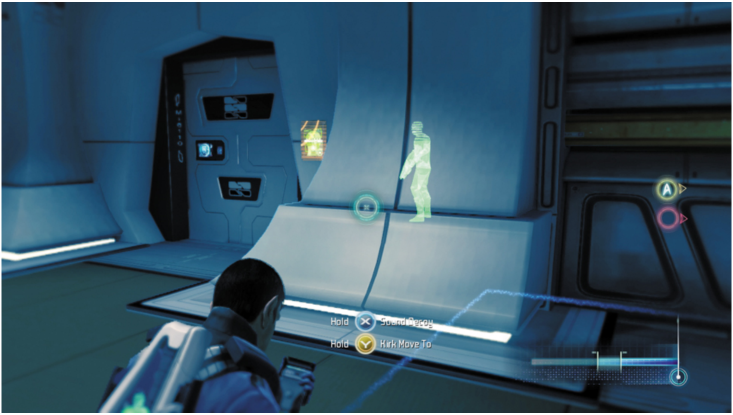
The first control panel is on the first floor, directly across from the control room. Exit the control room and cross the room to a locked door—new infected crewmen have arrived on the floor above, so remain silent. Unlock the door and step inside the room to locate the control panel attached to the wall. Use your tricorder to activate the control panel.

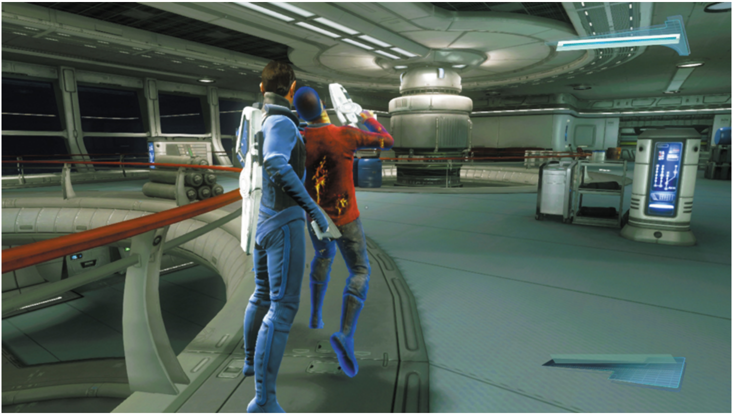




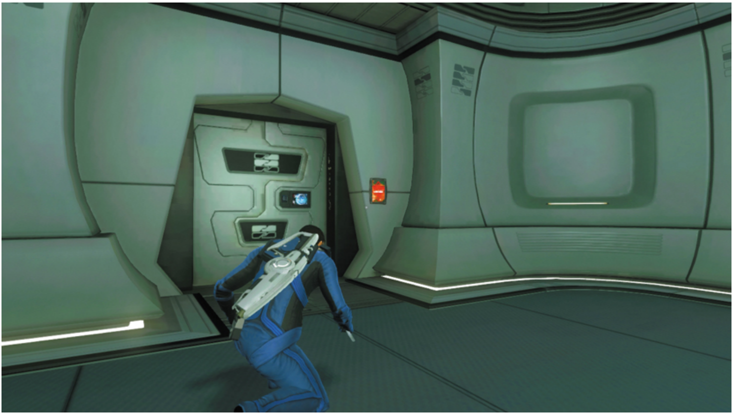
Exit the room with the first control panel, then turn left, moving along the perimeter of the lower level. Here you find a hatch in the wall. Open the hatch and enter the vent. The vent leads to a ladder. Climb the ladder and enter the adjoining vent at the top. The next vent leads to the room with the next control panel—activate it with your tricorder to restore power (and light) to the lower deck. Now you need to make it back to the control room to divert the power to Medbay. But heading back through the vent isn't a good idea—more infected crewmen have occupied the ground floor. You need to find another way back.

New Objective: Return to the control room and divert power to Medbay



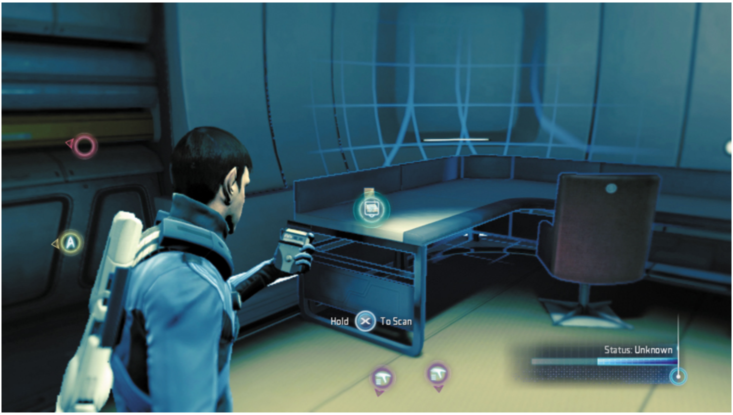


A couple of infected crewmen are just outside this room; use your tricorder to monitor their movements. When the infected crewmen closest to the doorway moves away, unlock the door, and quietly step outside. Sneak up behind the nearby infected crewman and perform a silent takedown. But keep an eye on the infected crewman on the far side of the room—don't let him see you. If necessary, abort the takedown and seek cover, waiting for a clear opportunity to avoid detection.



After incapacitating the infected crewman, backtrack toward the room where you activated the control panel. Next to this room is a locked door, not far from where you bypassed the first mine on the upper level. Unlock the door and step inside to find an audio log. This room is only accessible once power has been restored to the Lower Deck.

17: Scotty's Audio Log #3



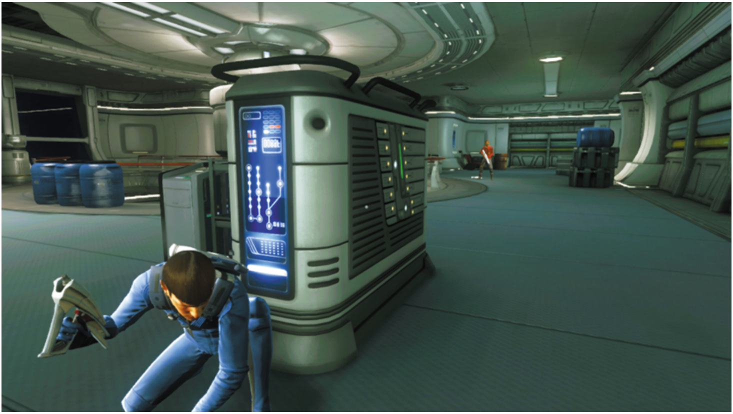
Enter the locked room on the upper level of the Lower Deck and scan this audio log sitting on the desk.

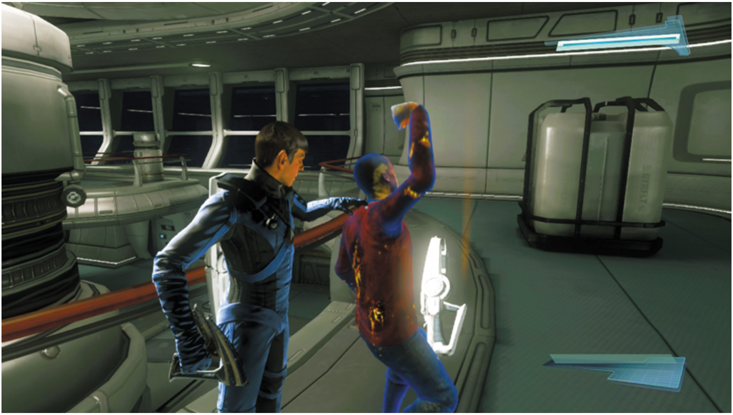
Type: Audio Log

Set: Spread the Cure/Logs

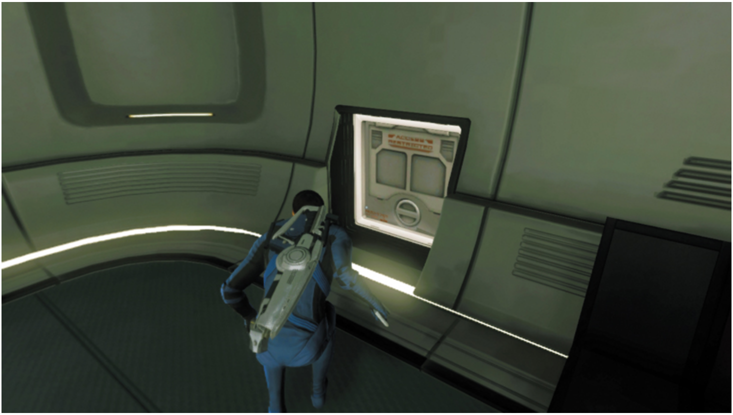
XP: 50

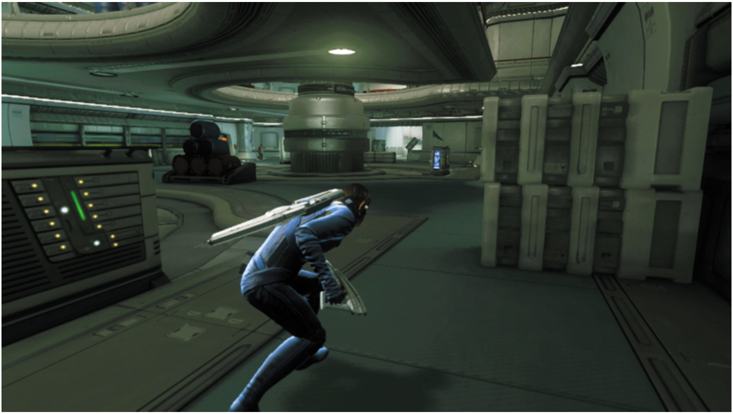
Log Entry: Personal Log, Chief Engineer Montgomery Scott. I was just talking with Hikaru about this Commodore Daniels character. I've seen his type before. For him, Starfleet ceased to be a place to serve a long time ago. Now it's just a place for him to chase glory. It wouldn't matter if he were in outer space or in an office back on Earth. Their type never changes. I just hope he doesn't lead us all into ruin. Maybe I shouldn't be saying this out loud? Ah, what's Starfleet going to do? Exile me to a frozen outpost in the middle of nowhere? Again? Scotty out.



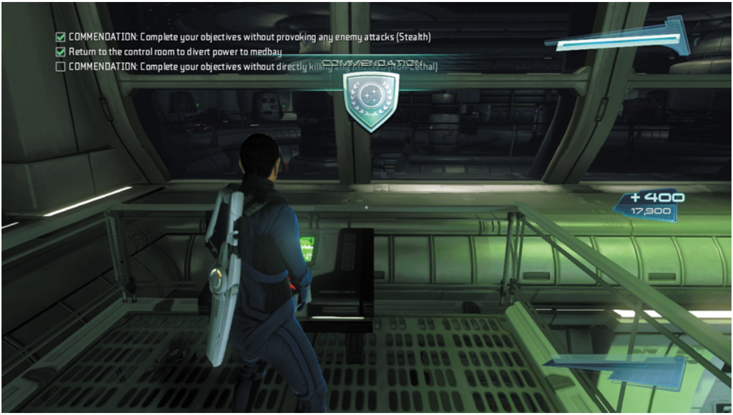


Exit the room with the audio log and take cover to avoid being spotted by the remaining infected crewman that patrols the far side of the room, not far from where you originally entered. As he turns around, creep up behind him and stun him with your phaser—it's a good idea to stun this guy before he can turn around and spot you. While he's still stunned, rush up behind him and perform a takedown.





Not far from where you incapacitated the infected crewman, there's a hatch in the wall. Open the hatch and step into the vent. Take the first left in the vent to access a ladder leading down to the lower level. Climb down the ladder, then enter another vent system at the bottom. Crawl through the vent and open the hatch at the other end to return to the lower level. Advancing though this vent allows you to bypass the infected crewman that is loitering near the spiral staircase. Upon exiting the vent, creep back toward the control room; be careful to avoid detection.



☑ COMMENDATION: Complete your objectives without provoking any enemy attacks (Stealth)

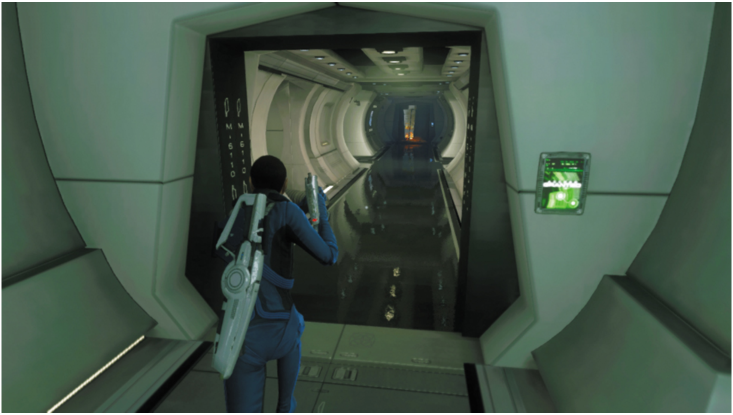
☑ Return to the control room to divert power to medbay

☐ COMMENDATION: Complete your objectives without directly killing any infected (Non-Lethal)

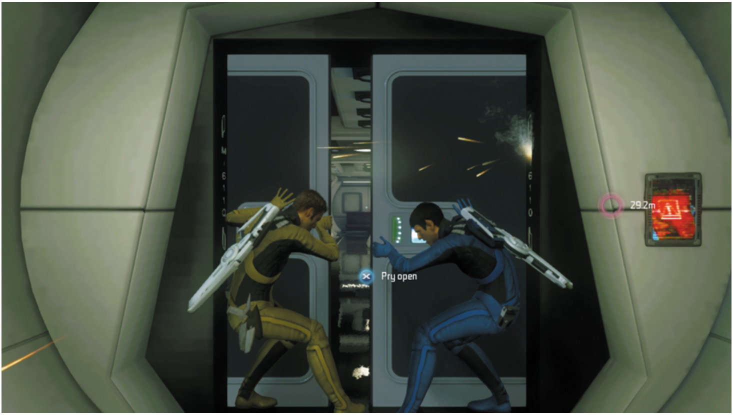
Now you can finally reroute power to Medbay. Approach one of the two consoles in the control room—you must work together with your partner to complete this task. If you managed to complete this objective without being detected, you earn the stealth-based commendation, worth 300 XP. Bones reports that power has been restored to Medbay. Meanwhile, Chekov reports that he's under attack and can't hold out much longer. Bones pinpoints Checkov's location in the Observation Lounge. Chekov adds that the Gorn have breached the hull, and that there are injured crewmen.

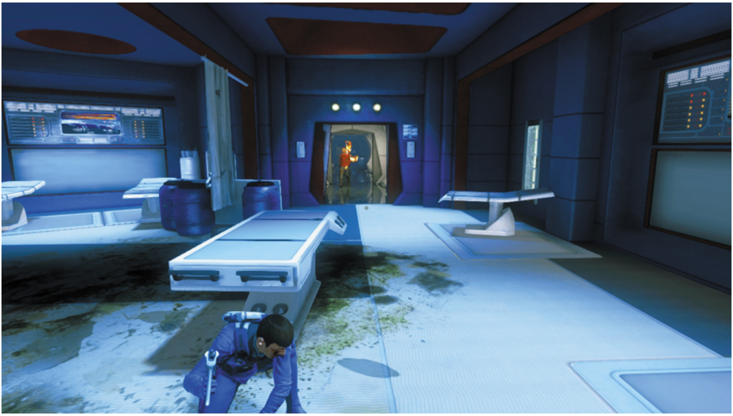
New Objective: Find and rescue Chekov

Commendation: Complete your objectives without directly killing any infected (Non-Lethal)



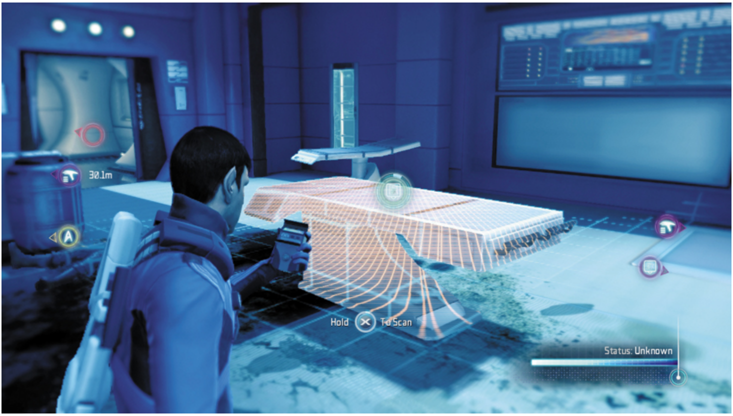
Rerouting power to Medbay has gotten the attention of the Gorn—two Gorn Warriors patrol outside the control room, joining the infected crewmen still posted near the spiral stairway. Before exiting the control room, monitor the movements of the nearby Gorn Warrior outside. When he moves away from the control room's door, step outside and sneak up behind him to perform a takedown. Next, return to the same vent system you used earlier, to the left of the control room. Climb through the vent system to reach the upper level, then exit the room through the same doorway you originally entered by, which is indicated by the waypoint marker.





Climb the ladder in the corridor to return to the same deck as Medbay. But this time, turn left and work with your partner to pry open a malfunctioning door. Once past the door, enter the first room on the right and stun the infected crewman inside with your phaser. Quickly rush toward the stunned infected crewman and perform a takedown before he can recover—if you want to earn the non-lethal commendation, you must avoid killing any of the infected. Take cover in the room and watch for another infected crewman that is patrolling nearby—stun him, then incapacitate him with a takedown. There are three collectables in this room and the adjoining closet. Take a moment to perform a few scans.

18: Sickbay Gurney



Scan the gurney in the center of the room to add another log entry to your collection.

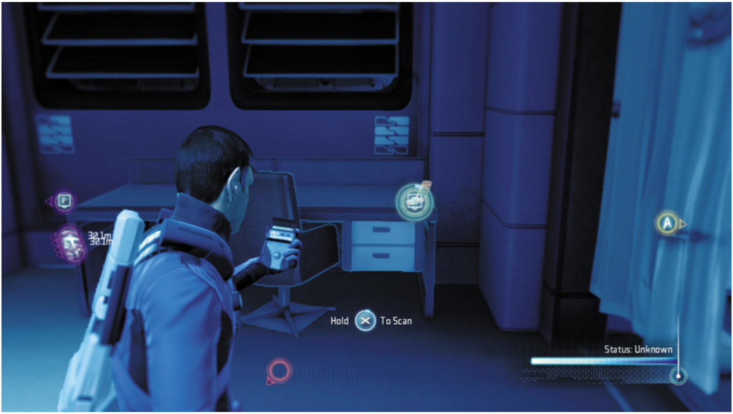
Type: Research Data

Set: Spread the Cure/Federation Medical Tech

XP: 100

Log Entry: The only time I go to Sickbay is to get the latest inoculation for whatever potential contagion the ship has picked up at its latest port of call. They don't warn you about it at the Academy, but life in space is one annoying flu shot after another. Better safe than sorry, and bleeding glowing green pus from your eyeballs, I suppose.

19: Chekov's Audio Log #3



Turn around from the gurney and scan this audio log on the desk, next to the curtain.

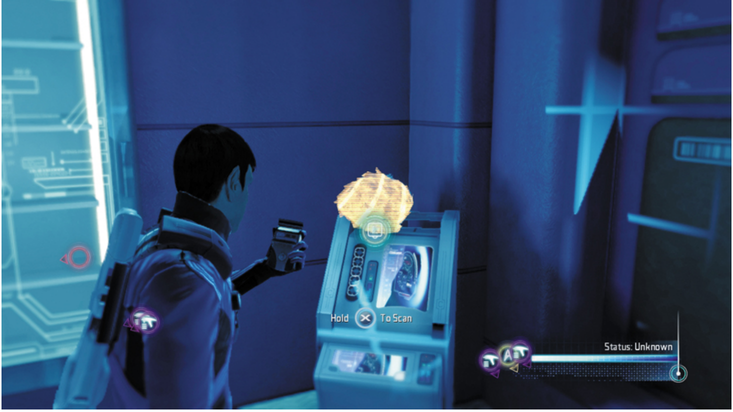
Type: Audio Log

Set: Spread the Cure/Logs

XP: 50

Log Entry: Personal Log, Ensign Pavel Chekov. I feel terrible for the Vulcan people. First, their homeworld is destroyed. And now, their new colony is under attack. I cannot imagine how Commander Spock must feel. He never shows any hint of emotion. Even less than he did before Vulcan was lost. But I'm sure these events must weigh on him. Not even Lieutenant Uhura has coaxed a smile from him. His heart is heavy. I can only hope he finds relief soon.

20: Tribble (6 of 7)



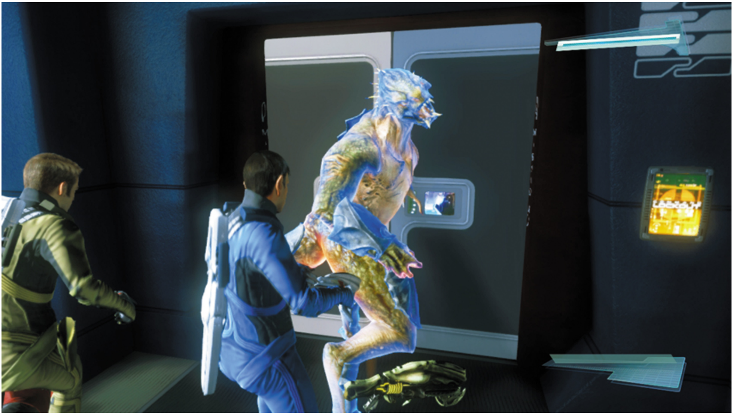
Unlock the red door to enter a supply closet containing four Stun Grenades and a Tribble, sitting on the small console in the corner.

Type: Tribble

Set: Tribbles/Tribbles

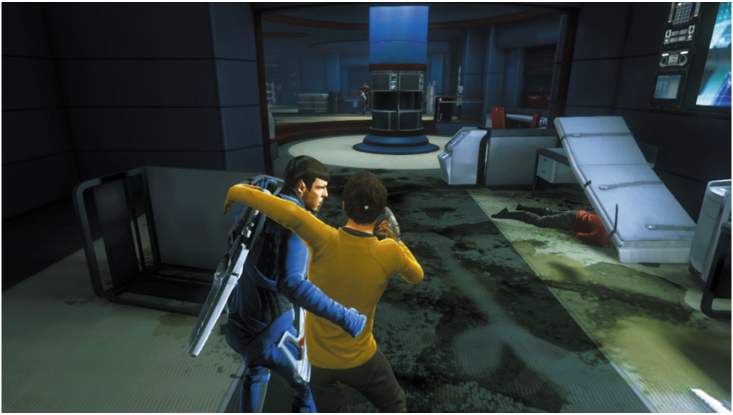
XP: 250

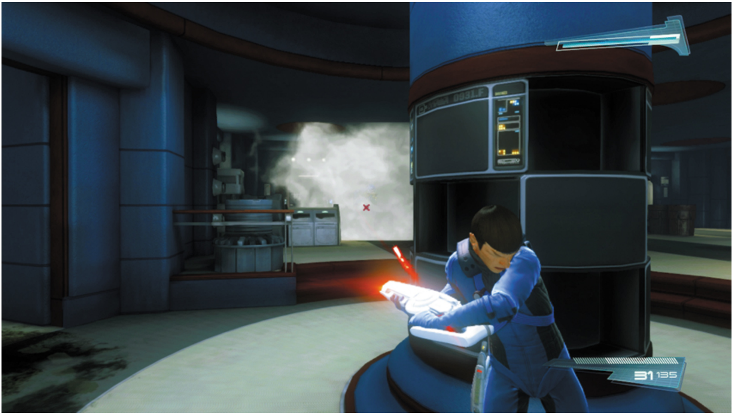
Log Entry: I've heard talk that Tribbles were not brought back onboard the Enterprise intentionally, but were in fact somehow missed by quarantine and ended up in Main Engineering accidentally. Rumor has it that the Tribbles began to multiply so fast that, within an hour access to Engineering had been compromised, and there was concern that the ship's Warp Core coolant system could somehow be affected. In short, that the Tribbles could have destroyed the Enterprise. As Chief Engineer, I can confidently put these rumors to rest and assure everyone that the ship was never in any danger.



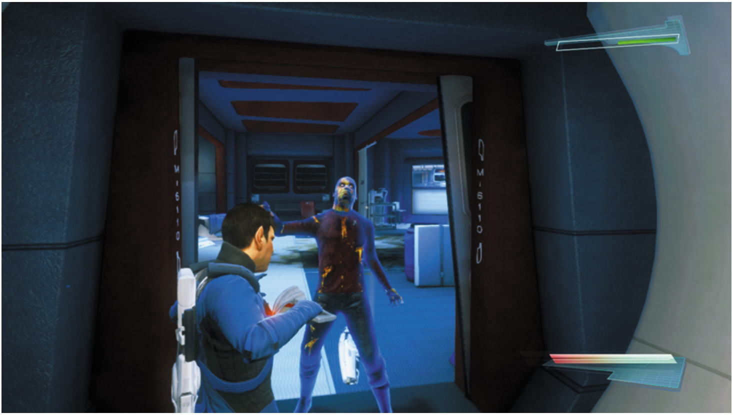
Follow the waypoint marker through the next corridor and into the next room, where Chekov has barricaded himself. Use your tricorder to identify two Gorn Warriors in the area. But they're more concerned with reaching Chekov and don't notice your approach. Take this opportunity to gun them down with your Starfleet Phaser Rifle before they have a chance to retaliate. Alternatively, stun them with you phaser and incapacitate them with takedowns. Once the area is clear, hack the lock on the door to reach Chekov.

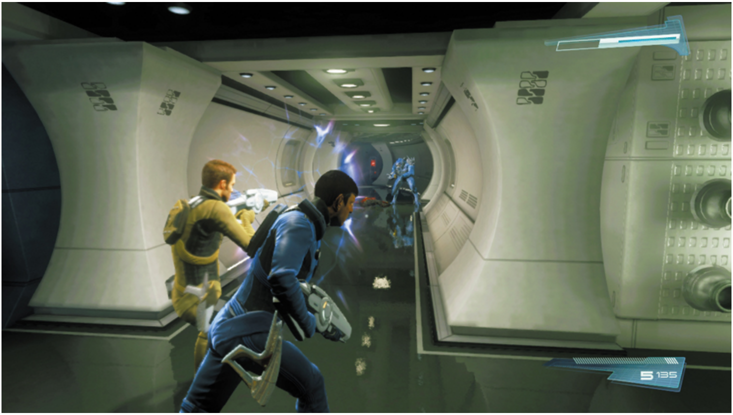
New Objective: Carry Chekov back to Medbay





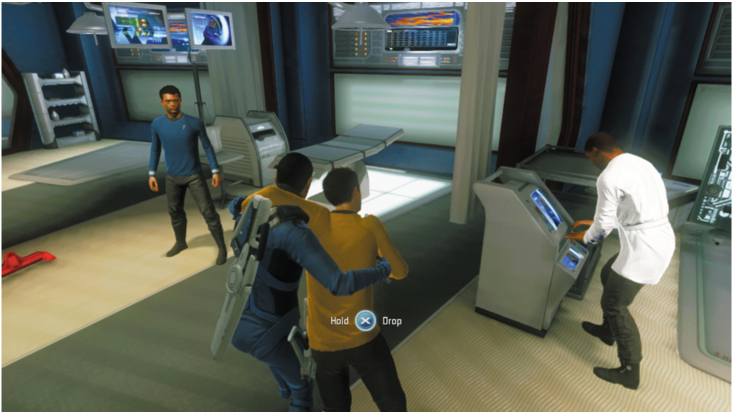
Chekov has been injured during the Gorn attack and can't walk on his own. You need to help him reach Medbay so Bones can take a look at him. Either you or your partner must assist Chekov back to Medbay. If you choose to give him a hand, you move slowly while aiding Chekov, but you can still aim and shoot, using Chekov's phaser. There are a few infected crewmen ahead, so be ready to stun them so your buddy can perform a takedown. If things get too heated, you can set Chekov down on the floor while you dispatch the enemies. It's a good idea to set Chekov down occasionally, so you can patrol ahead and eliminate any enemies along the path to Medbay. Such is the case when you encounter a Gorn Enforcer in the first room. Set Chekov down and seek cover while using your Starfleet Phaser Rifle to kill the Enforcer.

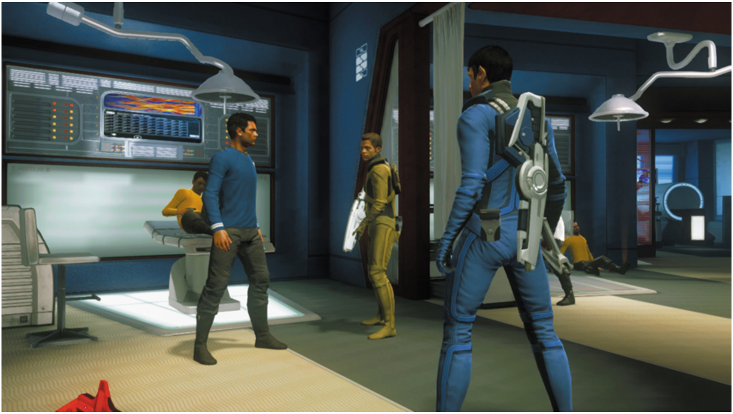




Before returning to the room where you found the three collectables, set Chekov down and scout ahead. Here you encounter another infected crewman. Stun him with your phaser, then perform a takedown. If you are playing with a friend, ask your partner to scout ahead while you continue to aid Chekov through the corridors. Two more infected crewmen patrol the next corridor, along with a Gorn Enforcer. Incapacitate the two infected crewmen, then go to work on the Gorn Enforcer, targeting him with your Starfleet Phaser Rifle.

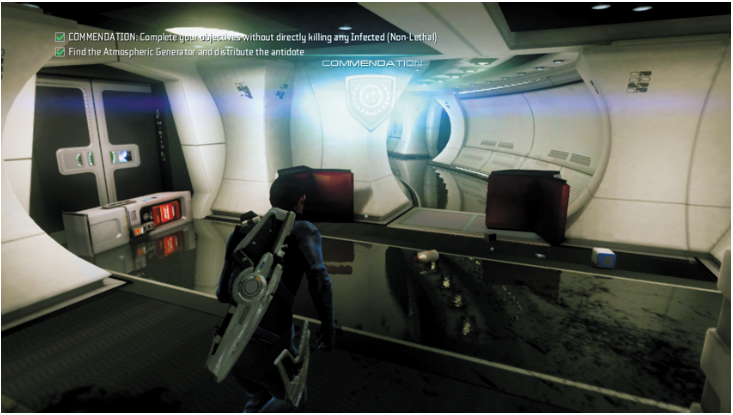
New Objective: Place Chekov on the gurney





When the path is clear, return to Chekov and help him make it to Medbay by following the waypoint marker. The blast doors to the Medbay automatically open as you approach. As you step inside Medbay, Bones tells you to place Chekov on the gurney next to him. Now that Chekov is safe, it's time to cure the infected crewmen. Dr. McCoy has enough vaccine for the ship, but he needs a way to distribute it. Since the vaccine is airborne, Bones suggests pumping it through the generator's intake module and allowing it to spread throughout the entire ship. He has marked the nearest Atmospheric Generator on your tricorders.

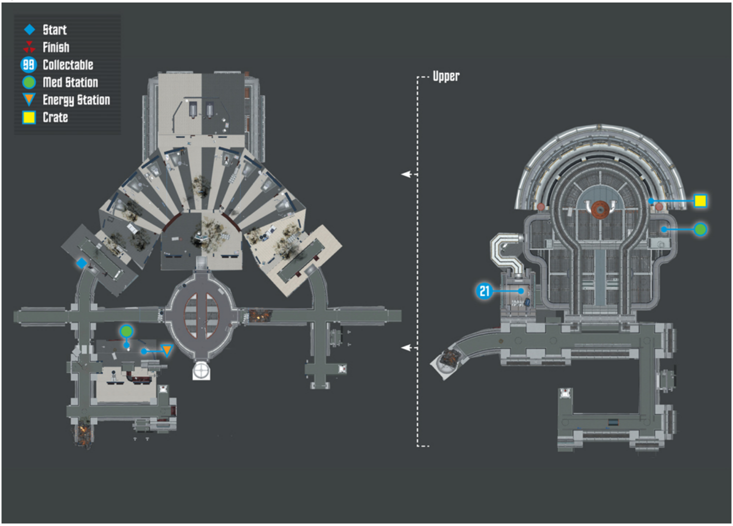
New Objective: Find the Atmospheric Generator and distribute the antidote



☑ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)
☑ Find the Atmospheric Generator and distribute the antidote

Follow the waypoint marker to the Medbay's exit and wait for the blast door to open. Upon exiting Medbay, you earn the non-lethal commendation, worth 300 XP, assuming you didn't kill any of the infected crew members.

Spread the Cure Part 2

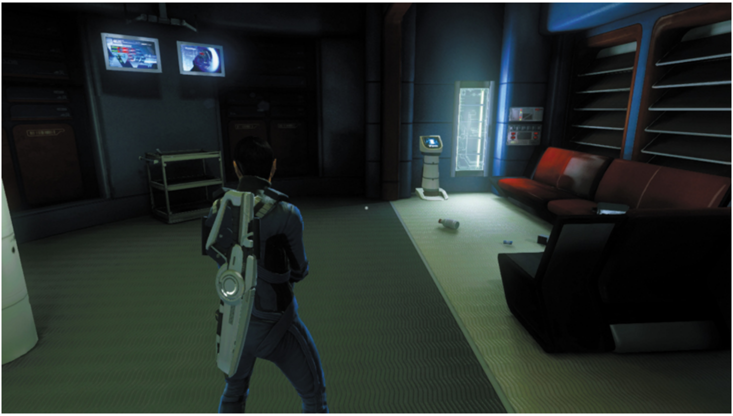


Open this map in a new window

Collectables Checklist

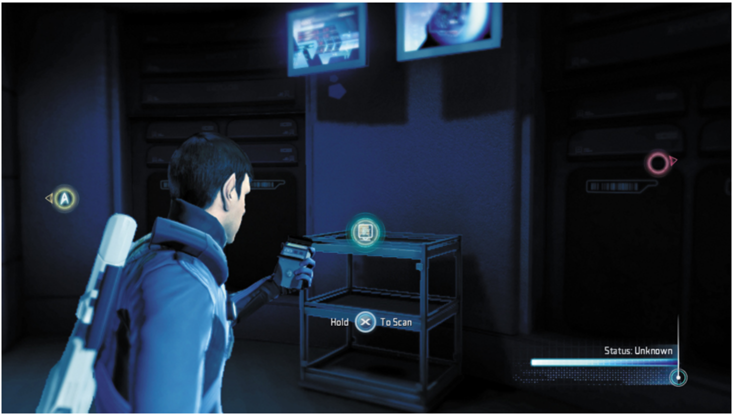
#	Name	Type	XP
21	Sulu's Audio Log #3	Audio Log	50

Commendation: Complete your objectives without directly killing any infected (Non-Lethal)



Advance through the corridor beyond Medbay, but watch out for a couple of infected crewmen along the way—they're armed only with melee weapons. Use your phaser to stun them, then perform a takedown to incapacitate them. Beyond the two infected crewmen, enter a room on the left. Here you can use a Med and Energy Station as well as find the final audio log.

21: Sulu's Audio Log #3



This audio log is sitting on the cart just below the two monitors.

Type: Audio Log

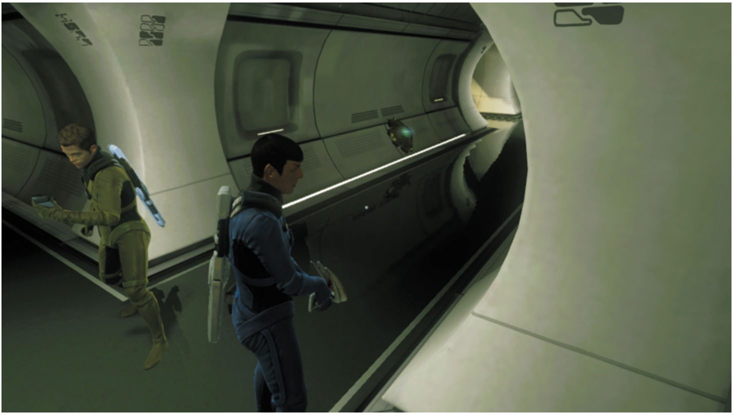
Set: Spread the Cure Part 2/Logs

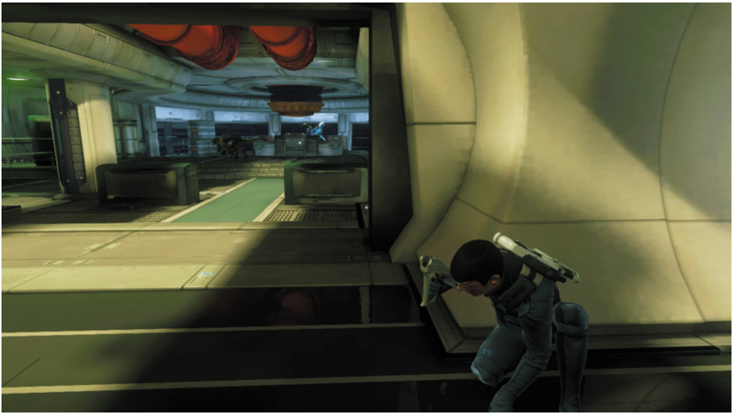
XP: 50

Log Entry: Personal log, Lieutenant Hikaru Sulu. The crew has united behind Captain Kirk. We all heard the whispers back on Earth when he was promoted. He was too young. He didn't pay his dues. But all of that is meaningless out here. We all see how qualified he is every day with every decision he makes. They can say what they want anywhere else. All that matters is that onboard this ship, the Captain has the trust of his crew.

Note

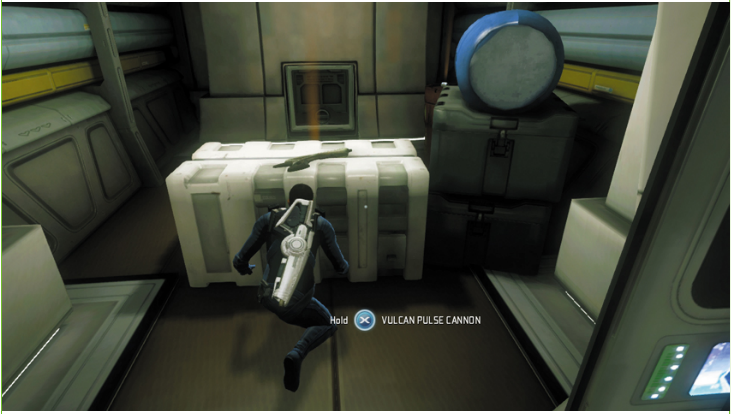
If you've found all the audio logs up to this point and have obtained Sulu's Audio Log #3, The Whole Story achievement/trophy is earned.



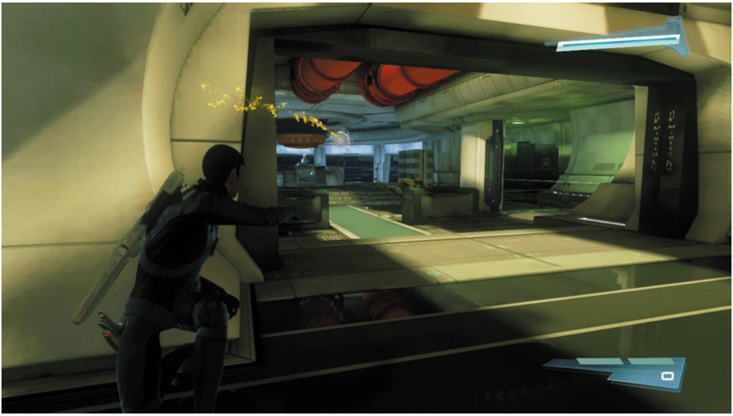


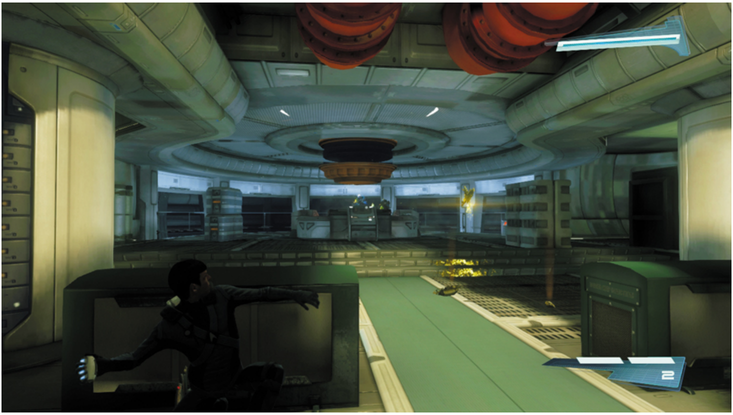
Return to the corridor and continue your advance, climbing a ladder up to the next floor. But move cautiously as you enter the next corridor. There are two mines in the corridor leading to the Atmospheric Generator. It's best to bypass these two mines, as shooting them may alert the nearby Gorn. Just beyond the mines is the room with the Atmospheric Generator, which is occupied by one Gorn Warrior and two Gorn Techs. Take cover along the entrance and take a moment to plan your attack.

Tip



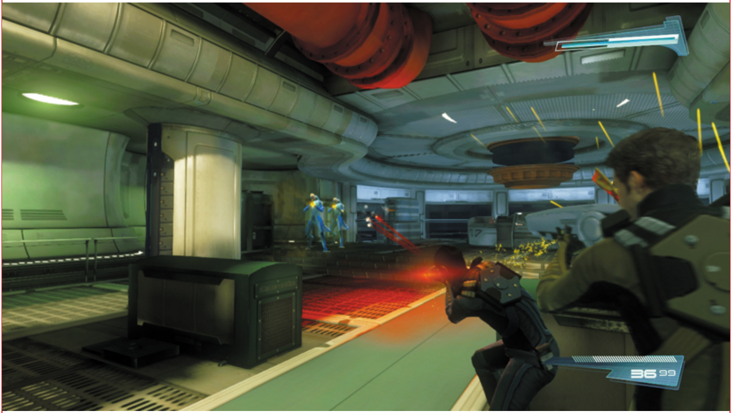
If you stay in the corridor and move past the room with the Atmospheric Generator, you can access a small supply closet—just watch out for the mine on the floor along the way. Here you can find a Vulcan Pulse Cannon and two Stun Grenades. A hatch here provides vent access into the Atmospheric Generator room, but unless you are playing with a friend, there isn't much benefit to accessing the room from this flanking path. So return to the room's main entrance and prepare your frontal assault.



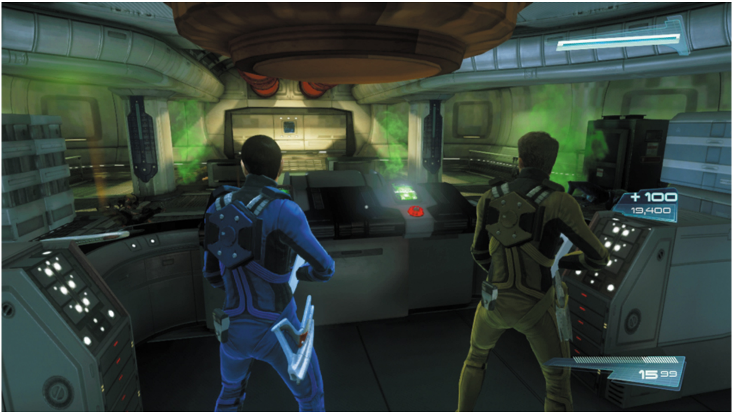


While taking cover along the wall outside the room with the Atmospheric Generator, initiate your attack by throwing a Plasma Grenade toward the patrolling Gorn Warrior. As soon as the Plasma Grenade explodes and kills the Gorn Warrior, rush forward and take cover behind one of the crates in the room while tossing a Stun Grenade toward the two Gorn Techs at the back of the room. Stunning the two Gorn Techs makes them easier to hit. It also prevents them from conjuring Attack Drones. While the Gorn Techs are still stunned, gun them down with your Starfleet Phaser Rifle.

Caution

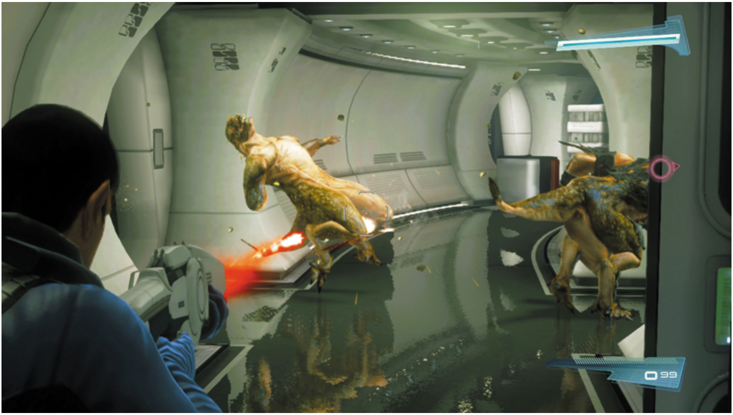


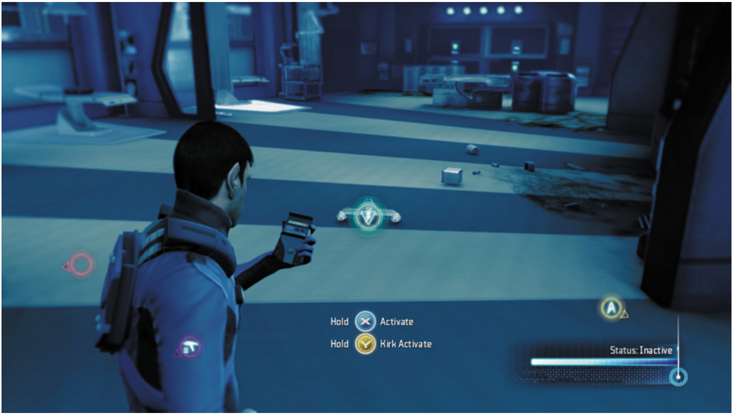
If the Gorn Techs aren't eliminated quickly, they will teleport around the room and could potentially flank you. Take out the Gorn Techs first, then deal with any Attack Drones in the room.



Once all the enemies are eliminated, approach the console at the back of the room. You'll need the assistance of your partner to complete this hack. Once the hack is complete, green gas begins pouring out of the ship's environmental systems, causing the infected crewmen to lose consciousness as the toxins disappear from their bloodstreams. But Dr. McCoy says they'll be okay. Scotty reports that Gorn are having a reaction to the vaccine as well. While they are not incapacitated by it, it's clear they don't like it. Bones reports that he and his team not safe yet—the Gorn are attempting to breach Medbay.

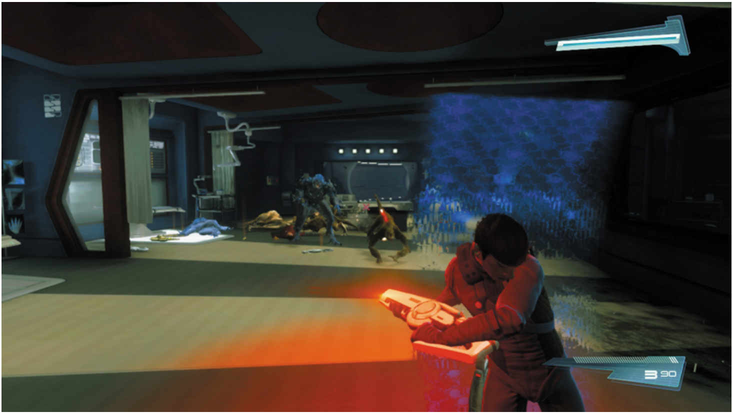
New Objective: Return to Medbay



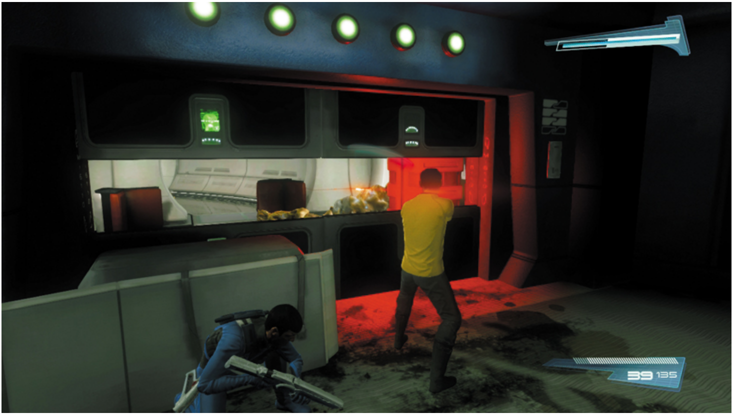


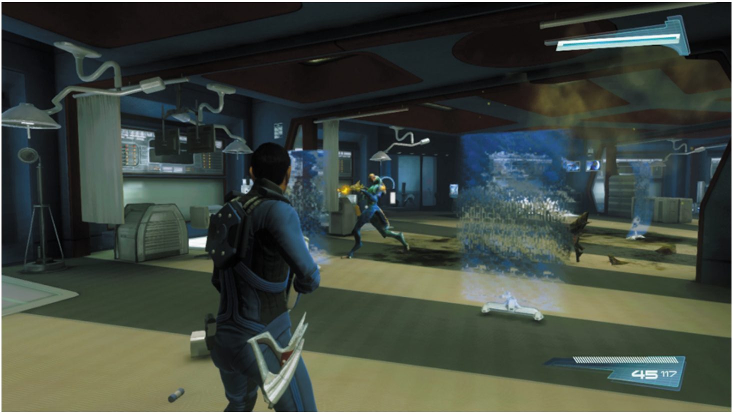
Retrace your steps back to Medbay, taking the ladder to the lower level and racing through the adjoining corridor. As you get closer to Medbay, you come up behind four Gorn Warriors. Toss a Plasma Grenade toward them or simply mow them down with your Starfleet Phaser Rifle. When the Gorn Warriors are eliminated, the Medbay blast doors open and you can enter. Before speaking with Bones, use your tricorder to activate the four portable energy shields on the floor—these will come in handy soon enough.

New Objective: Defend Bones and the Medbay crew



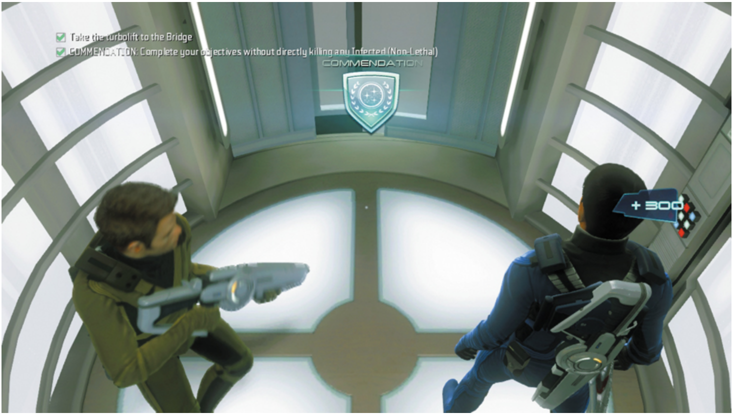
As you approach Bones, the blast doors you just passed through are breached by a massive explosion, and a mix of Gorn enemies pours into the Medbay. Immediately take cover behind one of the portable energy shields and open fire on the Gorn Warriors, Gorn Rushers, and Gorn Enforcer that come through the breach. The energy shields prevent the Gorn Rushers from pouncing on you—they also block incoming fire from the Gorn Warriors and Gorn Enforcer. At this range, it's best to fire blindly around the sides of the shield using your Starfleet Phaser Rifle. If you aim a shot, you run the risk of getting hit.





After you withstand the first wave of attackers, turn to the blast door behind you. Several Gorn Warriors have gathered on the other side of the door and are shooting through a small opening. Take cover behind one of the overturned exam tables and return fire. If possible, try to toss a Plasma or Stun Grenade through the small opening in the door. But don't turn your full attention to the enemies behind this door. Instead, watch out for a Gorn Tech that teleports directly into Medbay. Gun down the Gorn Tech as quickly as possible before he can conjure any Attack Drones.

New Objective: Take the Turbolift to the Bridge.

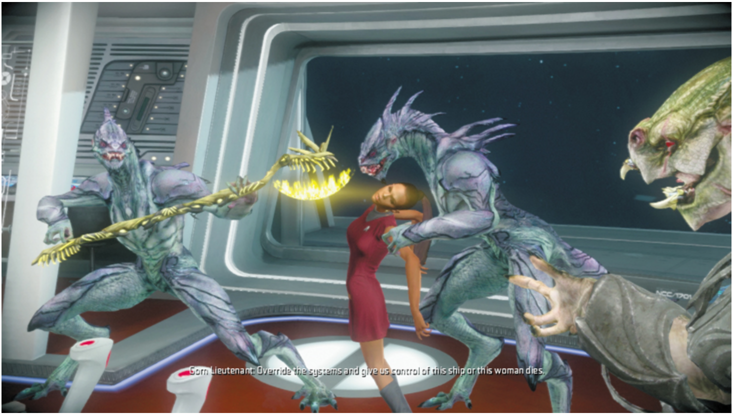


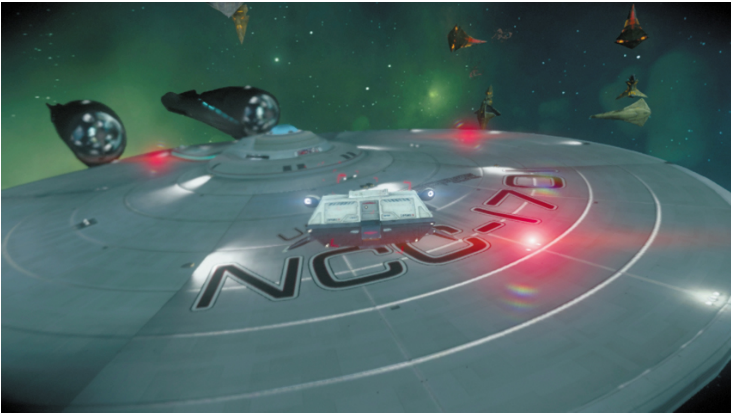
☑ Take the turbolift to the Bridge

☑ COMMENDATION: Complete your objectives without directly killing any Infected (Non-Lethal)

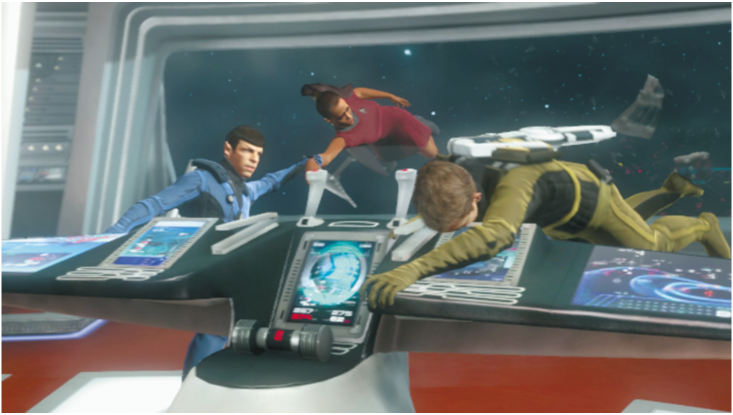
Following the Gorn Tech's attack, speak with Bones. Kirk orders Sulu to pulse the Enterprise's shields to help the ship break free of the Gorn's tethers and destroy the surrounding Gorn ships in the process. Suddenly, Uhura's voice is heard on the comms—the Gorn are holding Lieutenant Uhura captive on the Bridge and they are threatening to kill her unless control of the ship is turned over to them. Rush to the nearby Turbolift by following the waypoint marker—it's time to confront the Gorn on the Brdige and save Uhura. Upon entering the Turbolift, you earn the non-lethal commendation, worth 300 XP.

Bridge


Gorn Lieutenant: Override the systems and give us control of this ship or this woman dies.



A cinematic is triggered as Kirk and Spock reach the Bridge. During the attack, it looks like the Gorn Lieutenant escaped from the Brig and is now holding Lieutenant Uhura for ransom, offering her life in exchange for the Enterprise. Kirk acts like he's about to turn control of the ship to the Gorn by tapping a few commands into the helm. But instead, he's actually taking control of the vacant shuttle he took down to the Gorn Planet—since Bones and Sulu beamed aboard, the shuttle has been floating a few hundred meters off the Enterprise's bow. During this sequence, guide the shuttle into the center of the Enterprise's saucer section to strike the Bridge's viewscreen.



As the shuttle collides with the Bridge's viewscreen, the breach causes the Gorn Lieutenant and his Gorn Guardian henchman to be blown out into space. Spock grabs Uhura's hand just in time before she's swept out into the void as well. Clinging to the helm, Kirk manages to input a voice command, causing a blast shield to seal the breached viewscreen. Once pressure has been restored, Kirk reclaims his Captain's chair and orders all personnel to report to their stations—it's time to finish this once and for all....

Chapter 9: Mothership

Mothership

Chapter Summary

Kirk and Spock must risk it all in an attempt to save T'Mar and stop the Gorn from exploiting the Helios Device.

Enterprise Capture Collectables

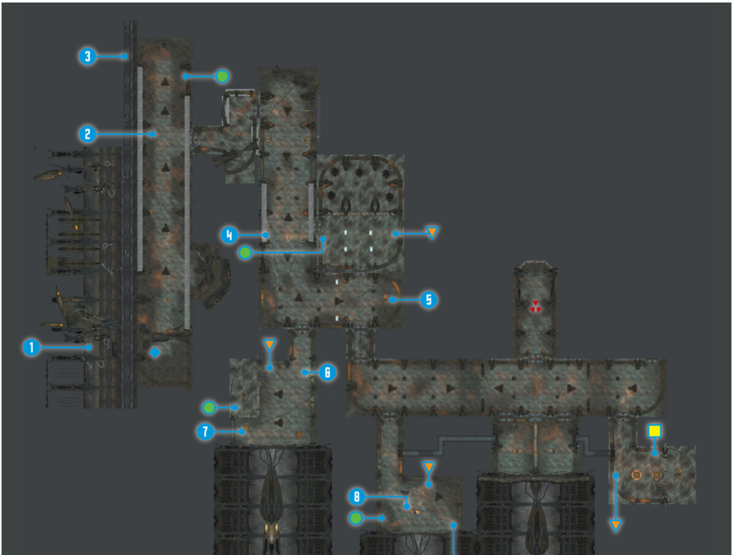
#	Name
1	Gorn Metal (1 of 2)
2	Gorn Metal (2 of 2)
3	Gorn Experiments (1 of 4)
4	Gorn Experiments (2 of 4)
5	Gorn Species Research (2 of 3)
6	Gorn Species Research (1 of 3)
7	Tribble (7 of 7)
8	Gorn Species Research (3 of 3)

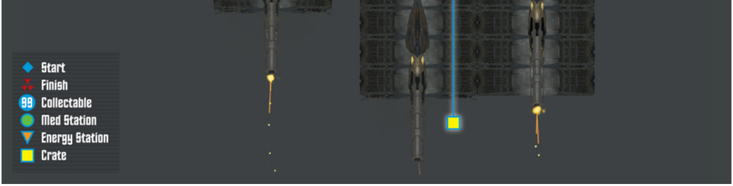
9	Gorn Experiments (3 of 4)
10	Gorn Experiments (4 of 4)
11	Gorn Sentinel
12	Gorn Advanced Tech (2 of 2)
13	Gorn Advanced Tech (1 of 2)

Achievements/Trophies

Icon	Name	Criteria	Gamerscore	Trophy
	Fascinating	Found all research items	50	Gold
	Exemplary Commendation	Complete all optional objectives	100	Gold
	Beat Mothership	Completed the Mothership chapter on any difficulty	20	Bronze
	Well Done Captain	Completed the game on any difficulty setting	30	Silver
	Into Darkness	Completed the game on hard difficulty setting	30	Silver
	Away Team: Mission Accomplished	Complete all chapters in co-operative play	30	Silver

Punch a Hole



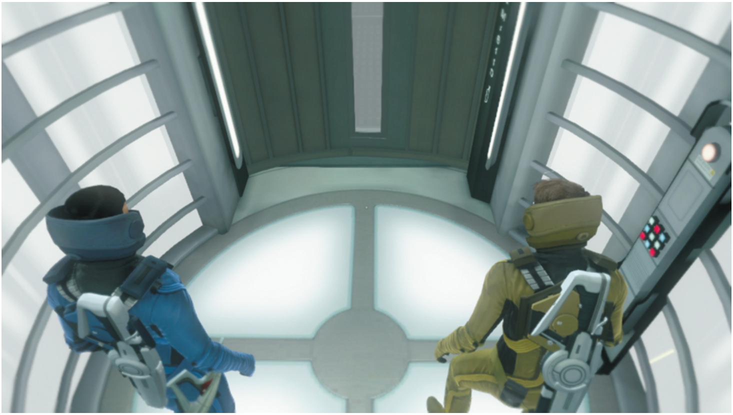


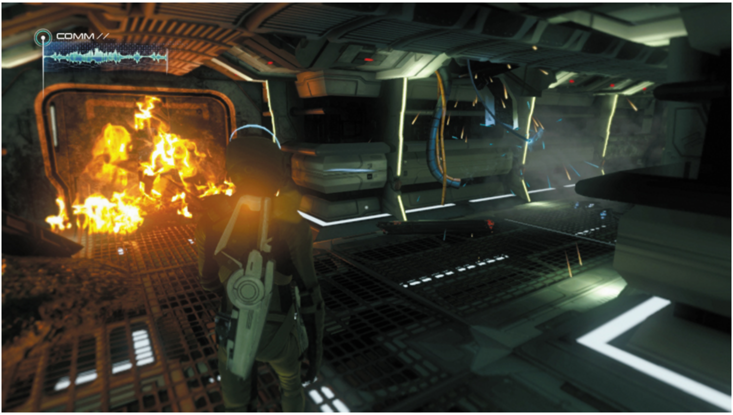
Open this map in a new window

Collectables Checklist

#	Name	Type	XP
1	Gorn Metal (1 of 2)	Research Data	100
2	Gorn Metal (2 of 2)	Research Data	100
3	Gorn Experiments (1 of 4)	Research Data	100
4	Gorn Experiments (2 of 4)	Research Data	100
5	Gorn Species Research (2 of 3)	Research Data	100
6	Gorn Species Research (1 of 3)	Research Data	100
7	Tribble (7 of 7)	Tribble	250
8	Gorn Species Research (3 of 3)	Research Data	100

Enterprise

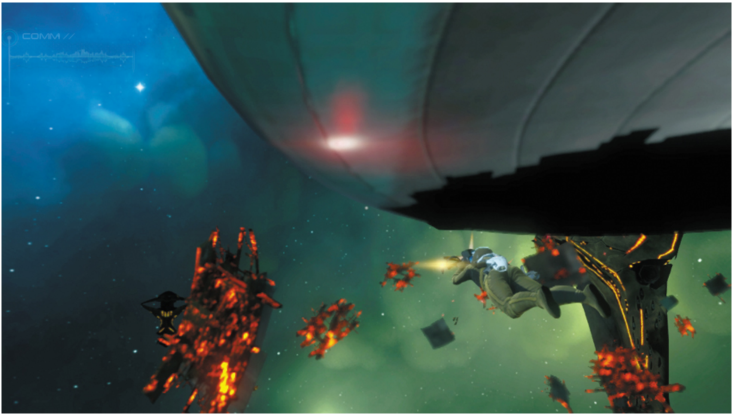


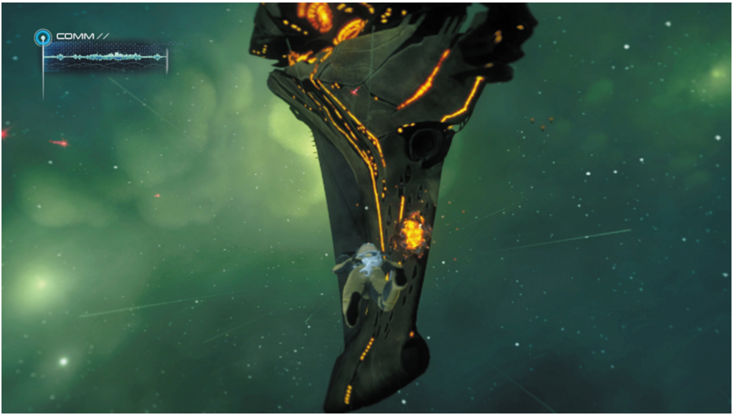


New Objective: Get to the Rocket Sleds

Only minutes after taking the Enterprise back from the Gorn, Kirk and Spock are suited up and ready to take the fight to the enemy's Mothership—there isn't much time. As the pair ride a Turbolift down to the breached section of Engineering, several crew members check in over the comms. Chekov reports that the rip will close in approximately one hour. Lieutenant Uhura questions the wisdom of boarding the Gorn ship. But Spock assures her that it's the only option—securing the Helios Device and T'Mar is the only way to guarantee the safety of the Federation. Scotty offers his support, telling Kirk that he and the crew will do their best to defend the ship from Gorn attacks until he gets back. When the Turbolift reaches Engineering, exit and pass through the door just ahead. Take a right in the next corridor to find the Rocket Sleds Kirk and Spock used earlier to access the Enterprise—it's time for another rocket jump.

New Objective: Navigate through the battle to the Mothership hull breach





As Kirk and Spock grab the Rocket Sleds, they rush through the adjoining air lock and begin their perilous journey toward the Gorn Mothership. Upon exiting the Enterprise, maneuver around the debris beneath the saucer section, making slight adjustments to your flight path to avoid a collision. Once you're clear of the Enterprise, the rest of the flight is relatively free of debris. Watch as Sulu fires a salvo of photon torpedoes at the Gorn Mothership to breach the hull—that's your entry point. Fly toward the large hole in the side of the enemy ship.

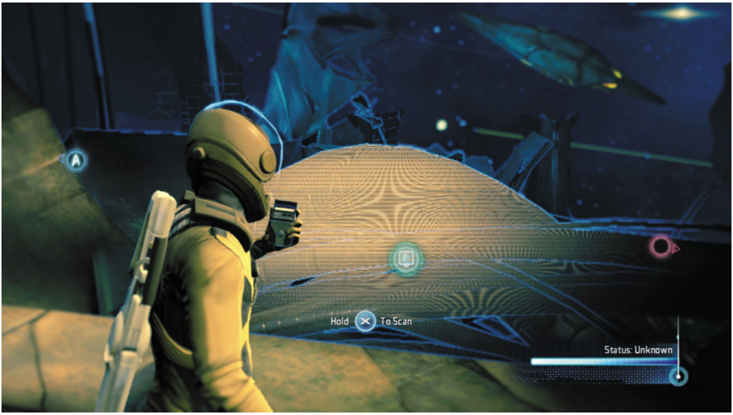
Gorn Mothership

New Objective: Infiltrate the Gorn Mothership

Commendation: Complete infiltration without provoking any enemy attacks (Stealth)

Kirk and Spock have made it aboard the Gorn Mothership, but something is not right. As they release their Rocket Sleds in the zero gravity environment, Spock notices that the ship appears to have a double hull—it looks like Sulu's torpedo strike punctured only the outer layer. You need to find another way in.

1: Gorn Metal (1 of 2)



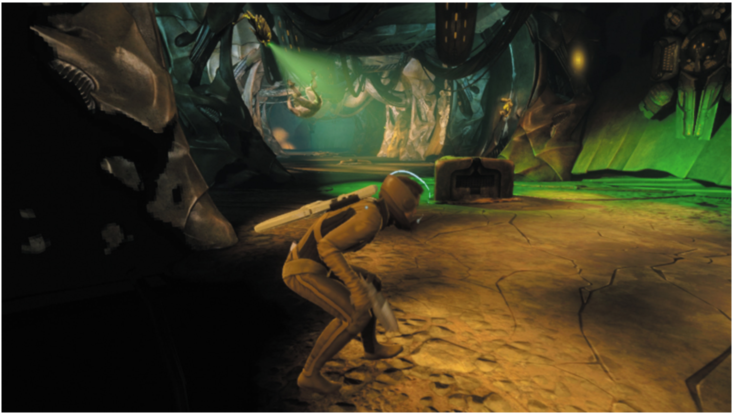
Immediately following the rocket jump, turn around and scan this section of metal tubing.

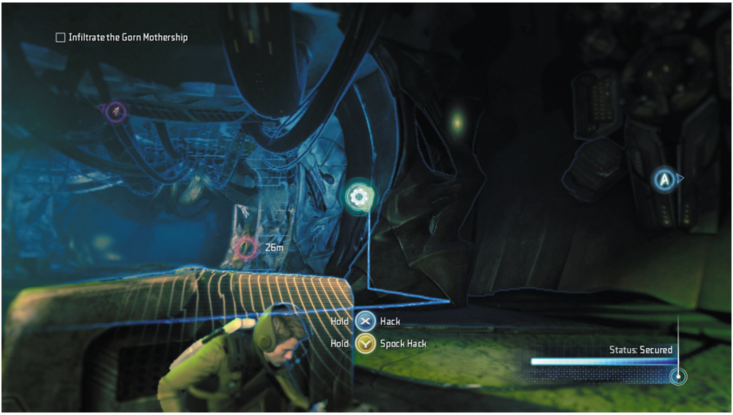
Type: Research Data

Set: Punch a Hole/Advanced Metals

XP: 100

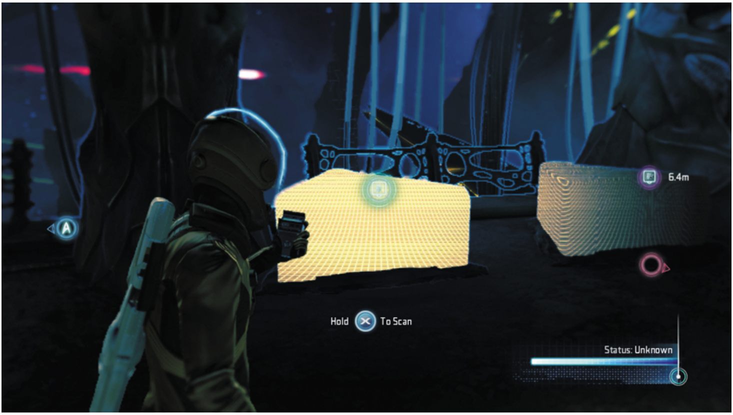
Log Entry: The materials used to build the Gorn ship are fascinating. Elements are similar to Earth’s, but different enough that I may be able to come up with some interesting uses for them.





A security camera positioned on the wall to the left monitors the corridor ahead . Creep forward and use your tricorder to raise the barrier in the floor. But don't move toward the barrier until the camera pans away from your position. At this point, creep up behind the barrier and look for the console on the wall to the right. While behind the barrier, use your tricorder to hack the console to disable the security camera. Just beyond the security camera is an air lock on the right side of the corridor. But don't enter it yet—there are two more collectables to scan in this corridor.

2: Gorn Metal (2 of 2)



Turn away from the air lock door and scan one of these two barriers on the left side of the corridor.

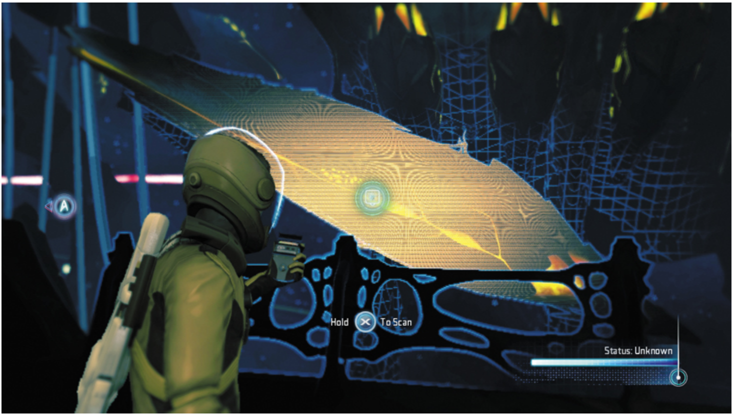
Type: Research Data

Set: Punch a Hole/Advanced Metals

XP: 100

Log Entry: Always a shame encountering a new civilization that would rather eat you than talk to you. I'd love to swap knowledge with a Gorn engineer, but I'm afraid it would be a short and painful conversation.

3: Gorn Experiments (1 of 4)



Continue down the corridor, past the air lock, and scan this pod-like object beyond the railing on the left side.

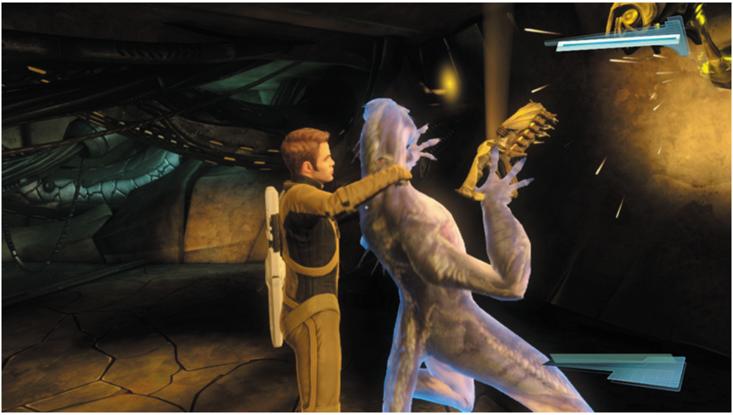
Type: Research Data

Set: Punch a Hole/Gorn Experiments

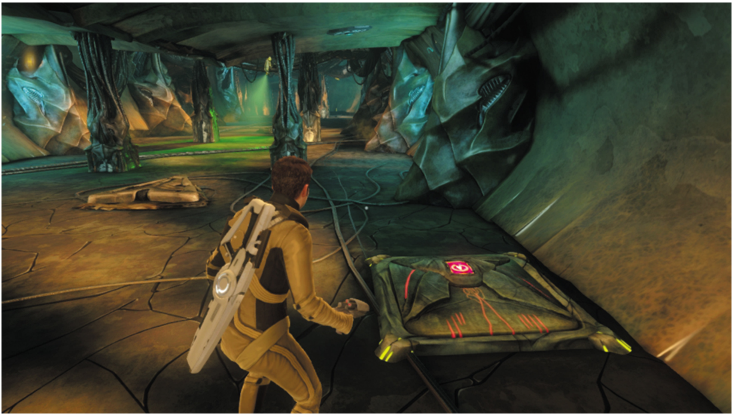
XP: 100

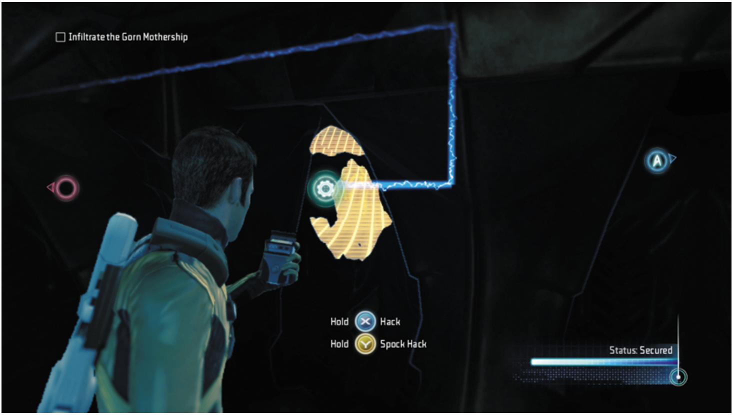
Log Entry: This looks like the Gorn equivalent of transporter technology. They seem to need a physical link present in order to transport matter. We're ahead of them in that, at least. Let's hope that's not the only place we have an advantage over these beasties.

Backtrack to the air lock door and work with your partner to pry it open. Once inside, a seal is achieved, and Kirk and Spock can ditch their helmets. Lieutenant Uhura reports that scans indicate that the Mothership's central hull must be destroyed. Scotty adds that they need assistance dealing with the Gorn ship's weapons. The Enterprise is taking heavy damage and can't take many more hits. Pass through the short air lock corridor and unlock the door at the end.

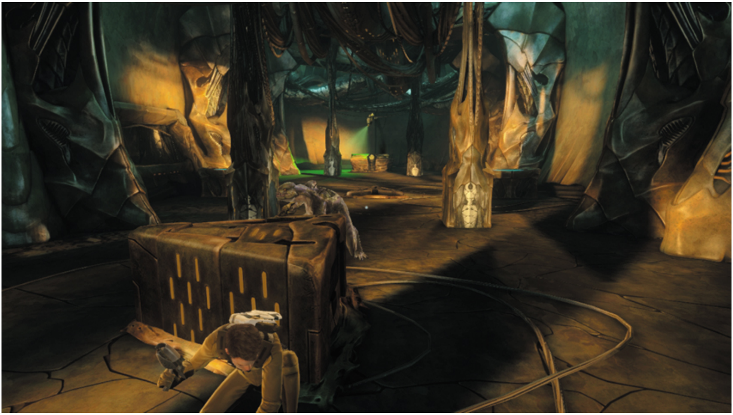


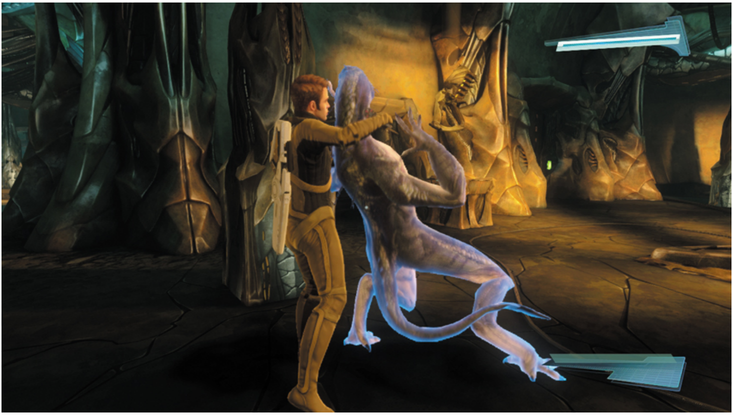
Upon passing through the next door, you spot a Gorn Initiate straight ahead. Fortunately, his back is turned as he inspects a malfunctioning security camera attached to the wall. Stun the Gorn Initiate with your phaser, then rush up behind him and perform a takedown before he can recover.





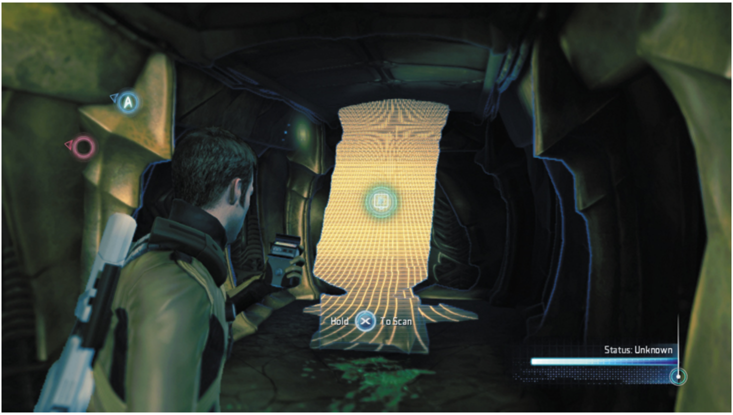
Next, look down the corridor to the right to spot another security camera. There are two hatches in the floor along the perimeter of the corridor. Approach the hatch on the right and open it. Climb down inside the hatch and look for a console on the wall—this controls the security camera above. Hack the console using your tricorder to disable the security camera.





Crouch and creep forward through the corridor, past the disabled security camera. Just ahead, a lone Gorn Initiate patrols, regularly entering a room on the left. When the Gorn Initiate is out of sight, advance and use your tricorder to raise a barrier, just beyond the range of another security camera. Hide behind the barrier and wait for the Gorn Initiate to approach—he pauses on the other side of the barrier. When the Gorn Initiate turns around to resume his patrol, shoot him in the back with your phaser's stun setting, then incapacitate him with a takedown. Be careful to stay out of sight of the security camera.

4: Gorn Experiments (2 of 4)



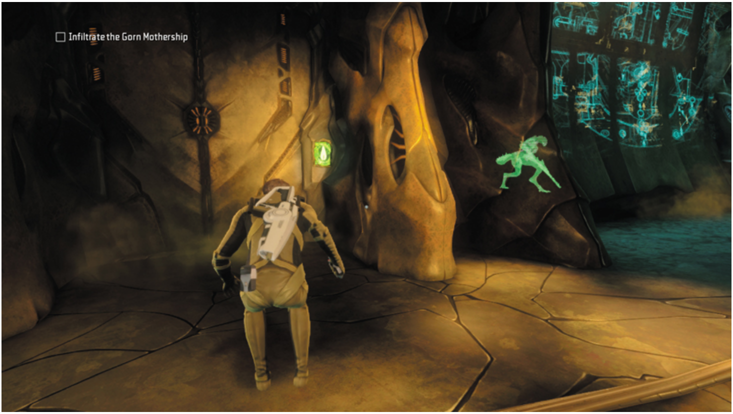
After dispatching the Gorn Initiate in the corridor, backtrack a few meters down the corridor and look for a hatch in the floor. Drop down into the short tunnel and find a piece of equipment like a gurney at the far end.

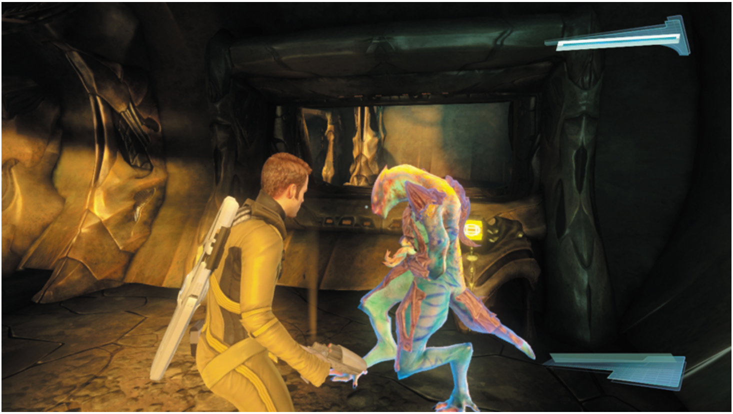
Type: Research Data

Set: Punch a Hole/Gorn Experiments

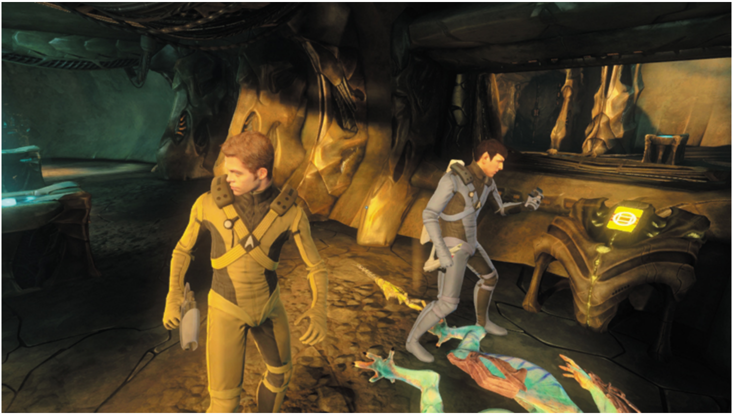
XP: 100

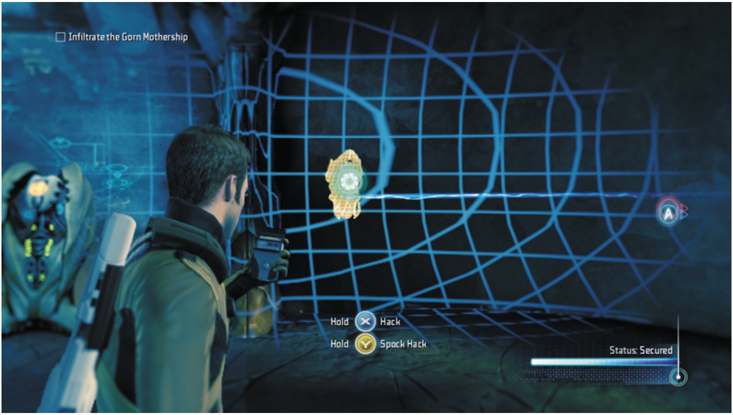
Log Entry: No need to wonder what this slab is for. The Gorn tie prisoners down and go to work on them. To what end I shudder to think. It's amazing that a race so obviously advanced can be so heartlessly cruel.





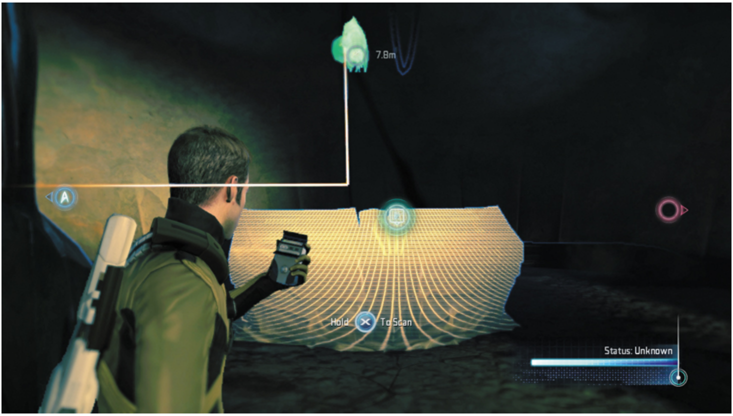
Now move to the locked door on the left side of the room. Activate your tricorder to spot a Gorn Tech patrolling inside. Monitor his movements and wait for him to take a position behind the console to the right of the door. At this point, unlock the door, creep inside, and sneak up behind the Gorn Tech while he's still standing in front of the console. Stun him with your phaser before he turns around and spots you. While he's still stunned, rush up behind him and perform a takedown.





Once the Gorn Tech is down, hack the console he was standing next to. This unlocks the door to the next area corridor. But don't leave this room just yet. On the far side of the room there's an Energy Station. On the right side of the Energy Station is another wall-mounted console connected to the security camera outside—hack the console to disable the security camera. You can now exit back into the hall without being detected by the security camera.

5: Gorn Species Research (2 of 3)



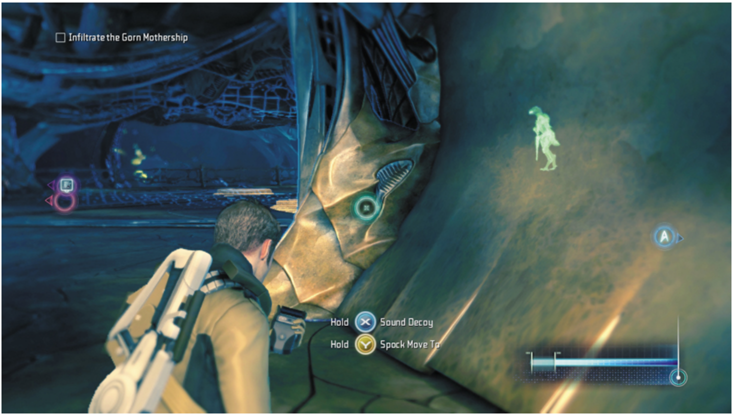
After disabling the security camera, return to the main corridor and scan the console beneath the camera.

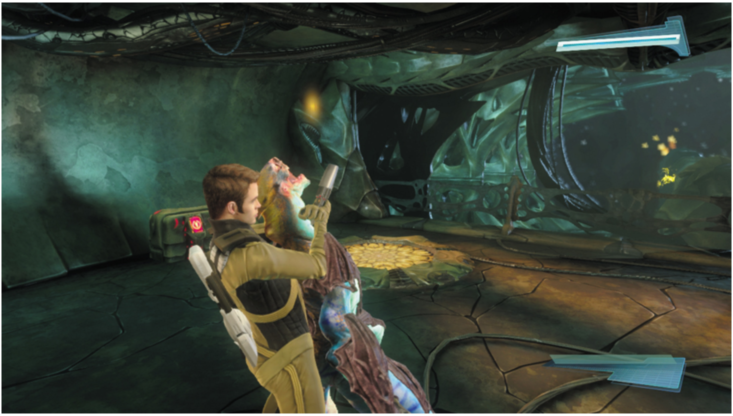
Type: Research Data

Set: Punch a Hole/Gorn Species

XP: 100

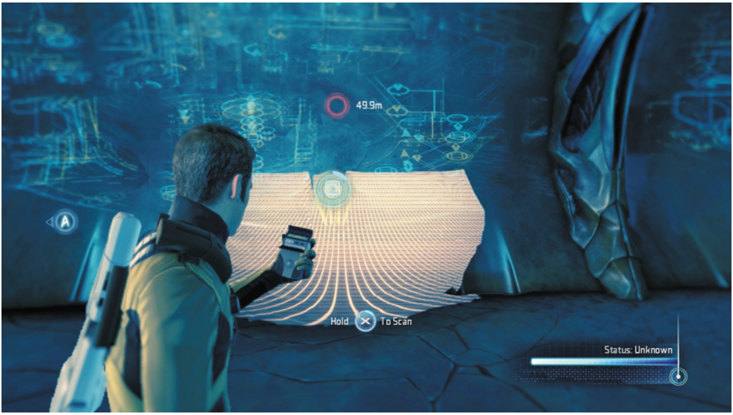
Log Entry: You can’t say the Gorn let anything go to waste. They extract the strongest genetic traits from their conquests to add to their own physiology, and then they use their prisoners as a slave army to remake the world in the Gorn image. It would be impressive if it wasn’t so horrifying.





If you want to scan two more collectables, don't enter the door you unlocked with the console just yet. Instead, backtrack down the main corridor and look for an unlocked door on the left side. While crouched, step through the doorway then activate your tricorder. A stationary Gorn Tech is keeping watch over this room, and there's no way to enter without being spotted. So target a spot on the floor near the distant crate on the left and place a sound decoy there with your tricorder. Stay hidden near the doorway while the Gorn Tech moves to investigate the sound. When his back is turned, stun him with your phaser, then rush up behind him and perform a takedown. Now you're free to scour the room for goodies. A Plasma Grenade is in the nearby crate, an Energy Station is near the entrance, and a Med Station is on the platform where the Gorn Tech was standing. But more importantly, there are two collectables in the room.

6: Gorn Species Research (1 of 3)



Scan this console along the wall, near the entrance to the room.

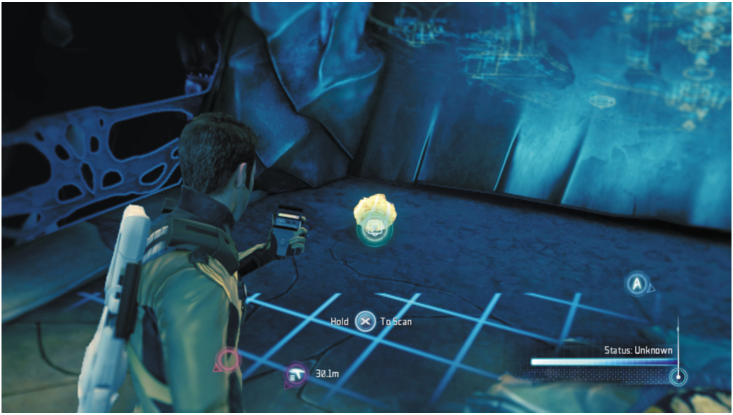
Type: Research Data

Set: Punch a Hole/Gorn Species

XP: 100

Log Entry: Despite their primitive ferocity, it appears the Gorn have a strict social structure. At the bottom are the foot soldiers. A strict hierarchy continues based on superior strength and intelligence, culminating in the ruling class that decides where and when the Gorn will strike next. That doesn't sound all that different from Starfleet, come to think of it.

7: Tribble (7 of 7)



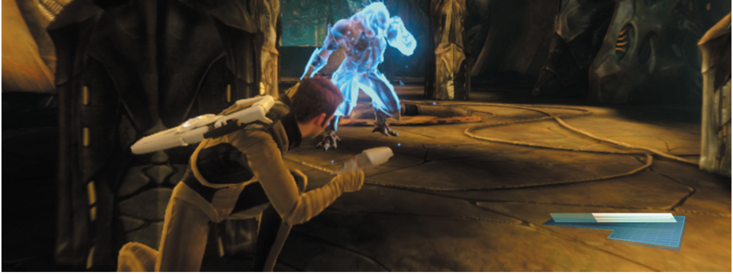
Don't leave until you find this Tribble sitting on the floor in the far corner of the room.

Type: Tribble

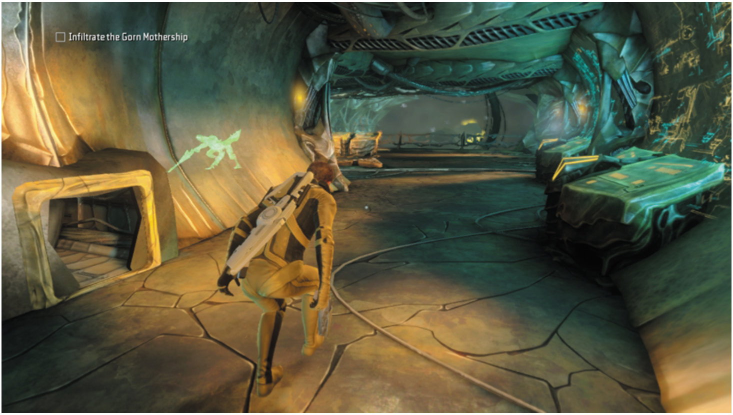
Set: Tribbles/Tribbles

XP: 250

Log Entry: But I'm done with pets.

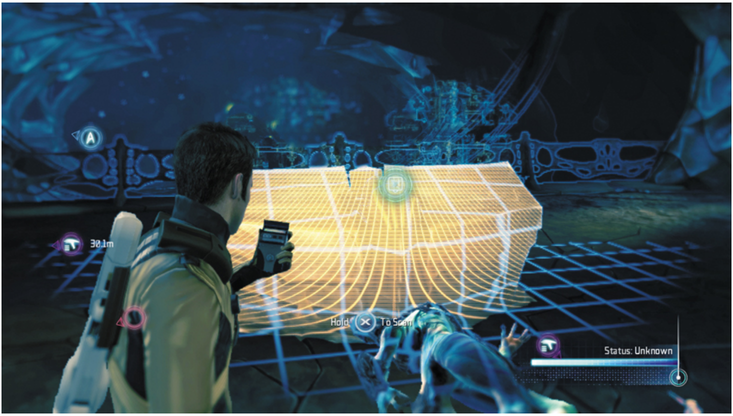


Return to the main corridor, turn right, then enter the door you unlocked earlier. Immediately take cover behind the nearest pillar in the next corridor and wait for a Gorn Warrior to approach. When he's only a few meters away, peek around the right side of the pillar and stun the Gorn Warrior with your phaser. While the Gorn Warrior is still stunned, rush up to him and perform a takedown.



Now that the Gorn Warrior is dispatched, unlock the door on the right side of the corridor and step inside. If you want to scan another collectable, ignore the vent on the left for now. Instead, activate your tricorder to spot another Gorn Tech in this room. When the Gorn Tech moves toward the console in the center of the room, sneak up behind him and perform a takedown. Take a moment to explore the room, and use the nearby Energy Station and grab a Plasma Grenade from the crate.

8: Gorn Species Research (3 of 3)



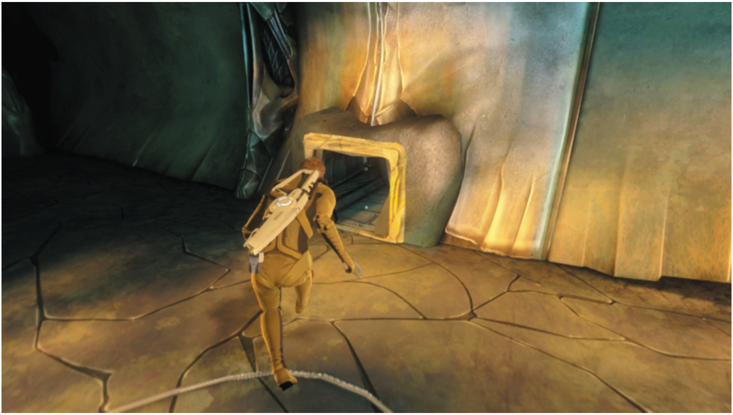
After incapacitating the Gorn Tech, scan the console in the middle of the room.

Type: Research Data

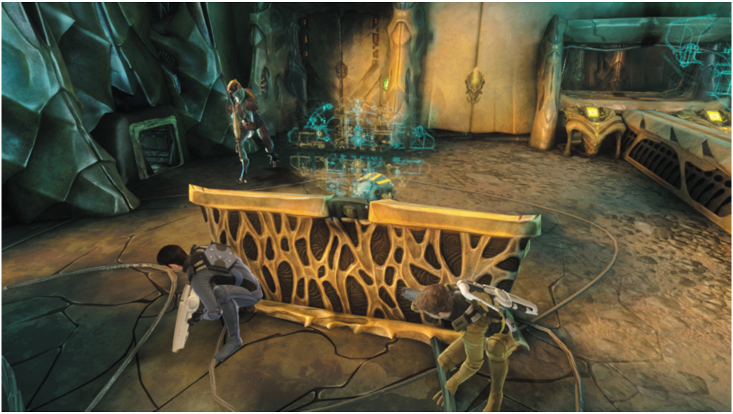
Set: Punch a Hole/Gorn Species

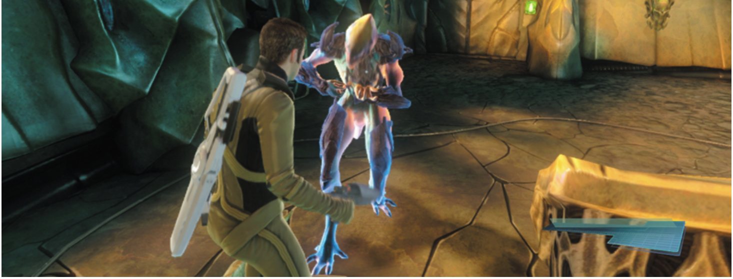
XP: 100

Log Entry: It's not just genetic information that the Gorn take from conquered species. They analyze and adopt the technology of each defeated race, so that with each world they conquer the Gorn become that much more advanced. Weapons, tools, engineering—everything is fair game for the Gorn war machine.

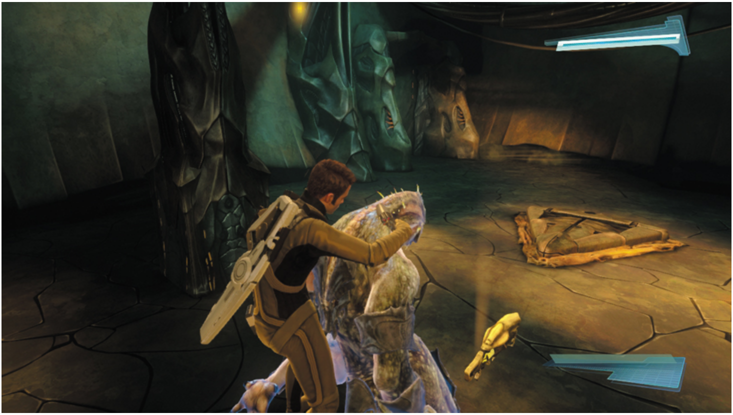


Return to the vent you spotted earlier, near the room's entrance, and crawl inside. Advance through the vent, but stop short of exiting at the other end. Use your tricorder to make sure the room is empty—this room is frequented by another Gorn Tech.

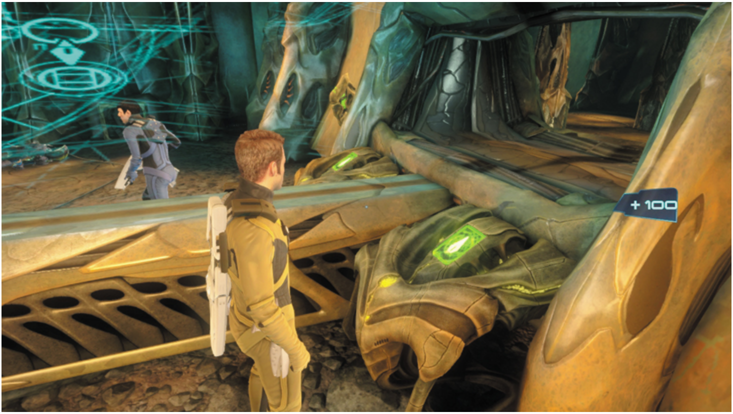


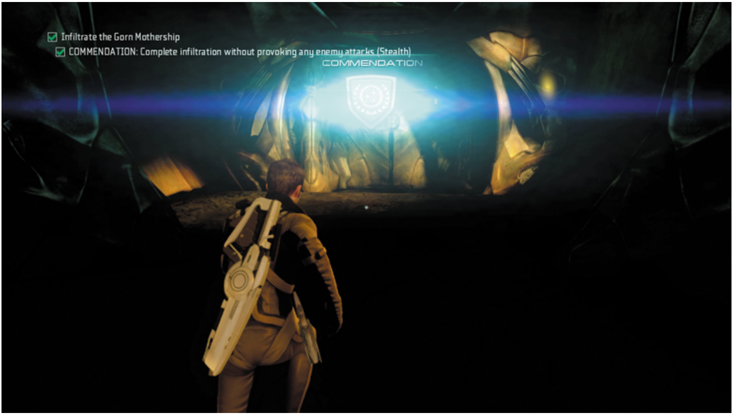


Once you've verified that the room is empty, exit the vent and take cover behind the nearby console to make sure that you can't be spotted from the room's door. The Gorn Tech moves between this room and the room next door, which is separated by a transparent divider. But as long as you stay hidden behind this console, he won't see you. While you're waiting, order your partner to hack the console to the right of the door—this disables the security camera outside. Wait for the Gorn Tech to return to this room, then quickly peek out of cover and stun him with your phaser. Don't give him a chance to recover—rush toward him and perform a takedown. Before you can hack the next doorway, leading to the Bio Enhancement Facility, you must enter the adjoining room to access the console. Have your partner stay behind in this room while you move out.



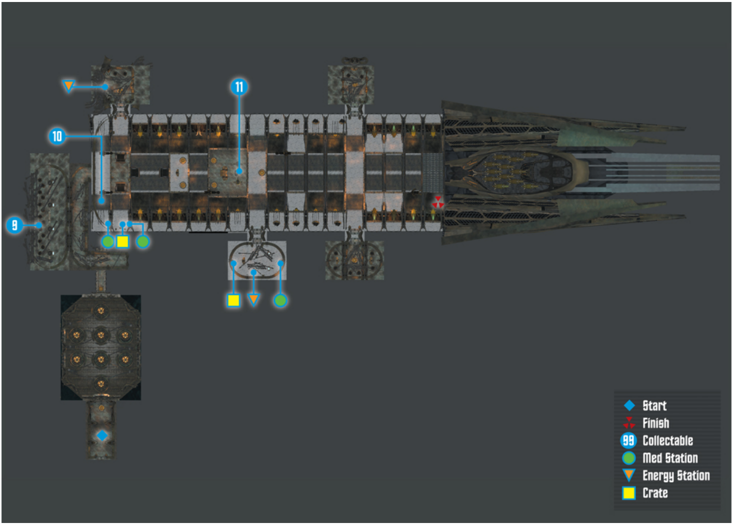
Before exiting, use your tricorder to monitor the movements of the Gorn Warrior patrolling outside. When he moves away, step into the corridor and follow behind him. Shoot him in the back with your phaser to stun him, then rush up behind him and perform a takedown. Assuming you made it this far without being spotted, the area is now clear of threats.




☑ Infiltrate the Gorn Mothership
  ☑ COMMENDATION: Complete infiltration without provoking any enemy attacks (Stealth)

Step into the room next to the one where your partner is waiting. Now it's time to hack the next door. Work together with your partner to complete the hack then regroup in the corridor outside. Proceed through the now-unlocked door on the opposite side of the corridor. If you managed to make it to this point without provoking any enemy attacks, you earn the stealth-based commendation and 300 XP.

Bio Enhancement Facility

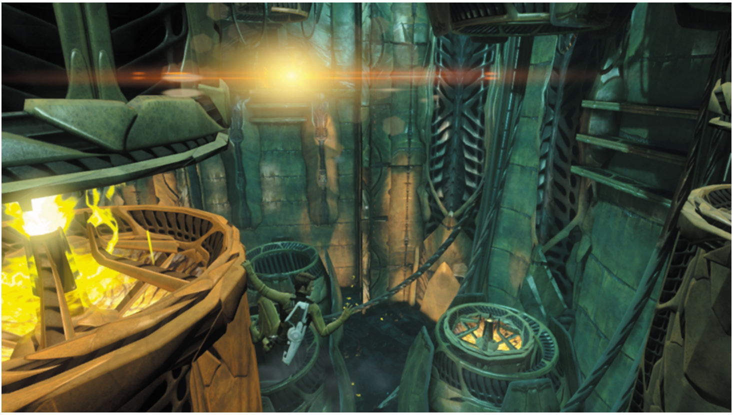


Open this map in a new window

Collectables Checklist

#	Name	Type	XP
9	Gorn Experiments (3 of 4)	Research Data	100
10	Gorn Experiments (4 of 4)	Research Data	100
11	Gorn Sentinel	Research Data	100

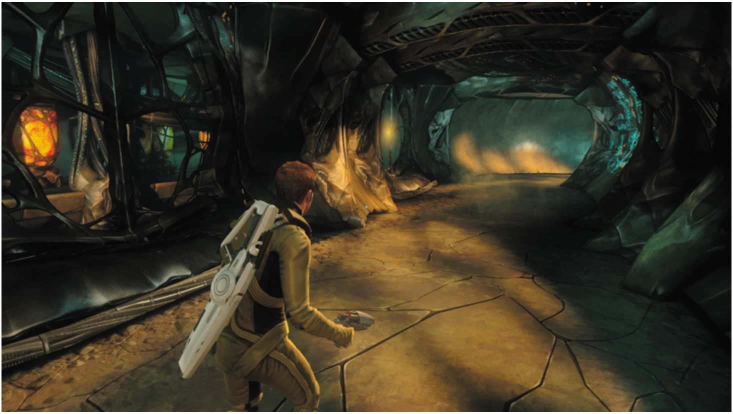
New Objective: Find a way to assist the Enterprise



The next passage leads to a massive chamber filled with large pillars ascending from the floor—it appears these pillars are responsible for generating power. Sprint, then leap toward the first pillar to grab hold of one of the ledges on the side. Once on the first pillar, mantle up to the top, then traverse to the other side. Reach out to the next pillar, then jump. Continue leaping from one pillar to the next until you reach the passage on the far side of the room. More pillars rise form the floor as you advance, giving you multiple pathways to the other side. But you will need to jump toward the pillars on the perimeter of the room before working your way back toward the center and making the final jump toward the ledges beneath the passage.

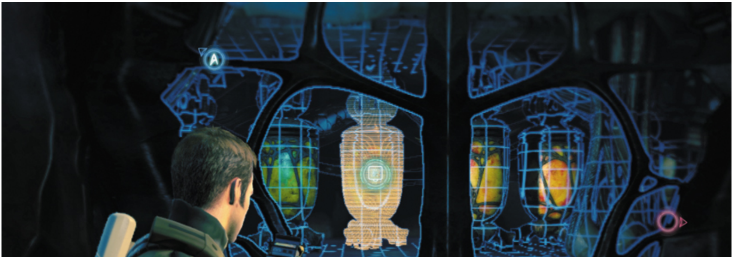
Note

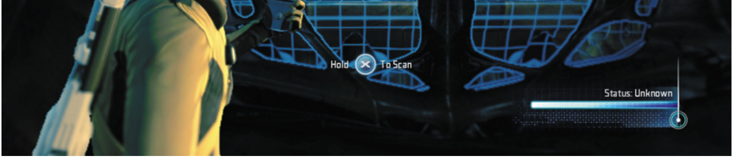
If your partner didn't make the journey across the pillars, hack the control panel on the left side of the passage. This activates the Gorn teleporter pad nearby and your partner can simply teleport into the passage to rejoin you.



Climb the ladder at the end of the passage, then work with your partner to pry open the next door. In the adjoining corridor, take notice of the illuminated pods through the window-like opening on the left. Spock theorizes these pods were not manufactured for stasis. Instead, they appear to be used for bio enhancement. To Dr. McCoy, it all sounds like genetic engineering—this is how the Gorn have advanced as a species.

9: Gorn Experiments (3 of 4)





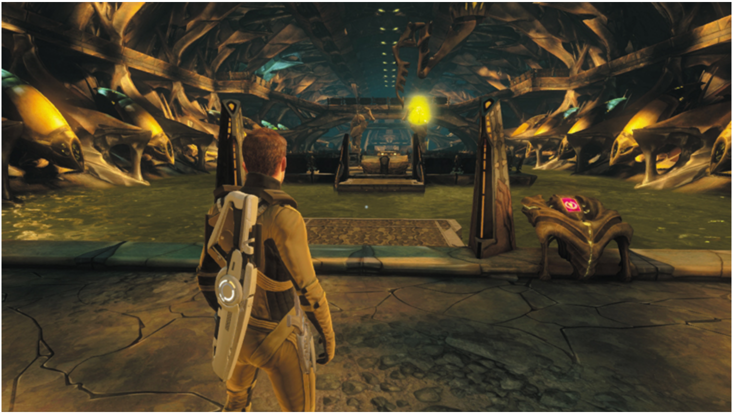
While walking through the passage, look through the second window-like opening on the left and scan one of the illuminated pods.

Type: Research Data

Set: Punch a Hole/Gorn Experiments

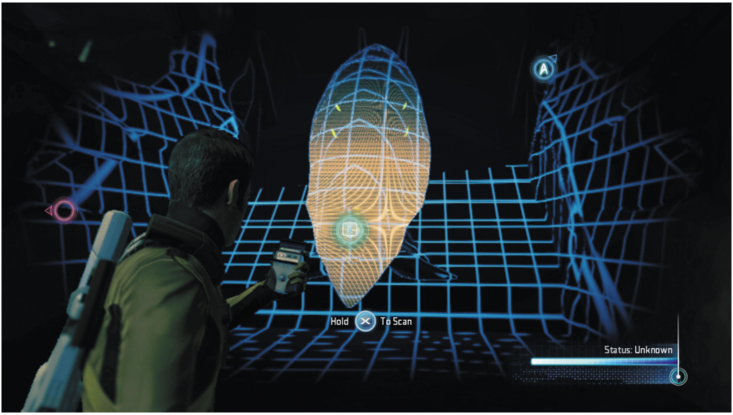
XP: 100

Log Entry: Some kind of holding tank. It looks like there are various points at which some kind of liquid can be injected inside, effectively drowning the subject inside. Lovely.



Unlock the door at the end of the corridor to enter a massive chamber lined with the pod-like storage tanks you saw in the previous passage. Given the size of the ship, Kirk is doubtful they'll find the Helios Device unless they can find a way to access the ship's secure systems. Start by activating the console nearby to extend the bridge to the next platform. But before crossing the bridge, look for a collectable nearby.

10: Gorn Experiments (4 of 4)



Upon entering the large chamber, turn to the right and scan this pod-like storage tank attached to the wall.

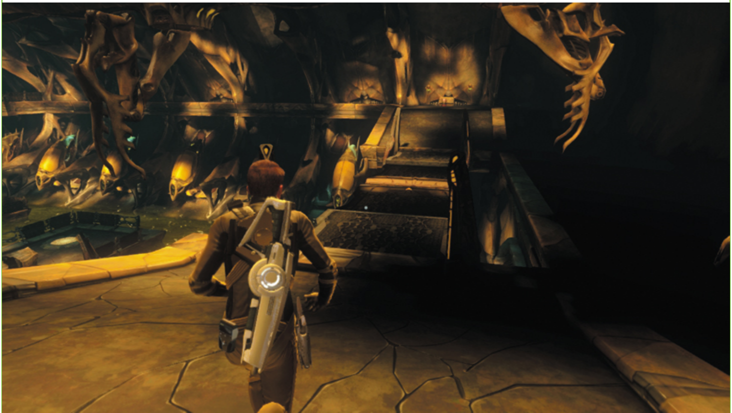
Type: Research Data

Set: Punch a Hole/Gorn Experiments

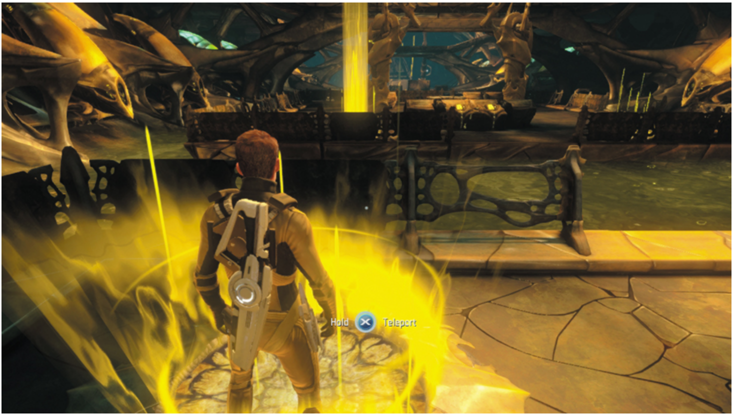
XP: 100

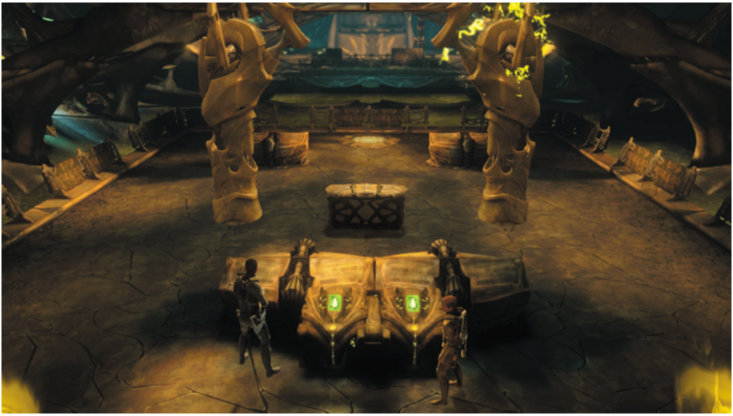
Log Entry: From what I can tell, these tanks are used for some kind of incubation. The Gorn create a genetic cocktail based on the species they conquer, taking the strongest traits and adding them to their own. It means the Gorn grow more powerful with every race they overwhelm. Let's hope humanity stays off the list.

Tip

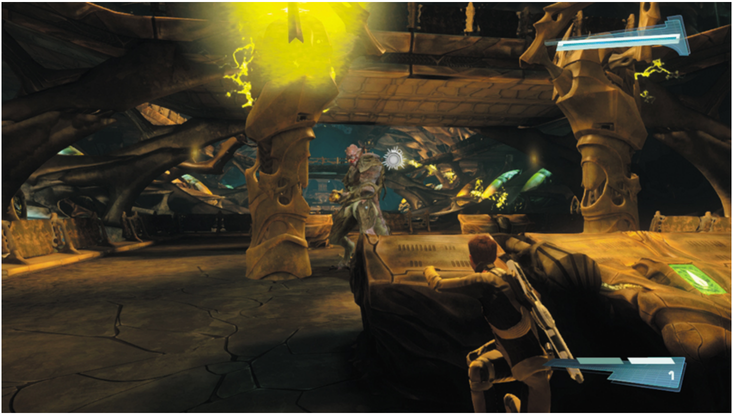


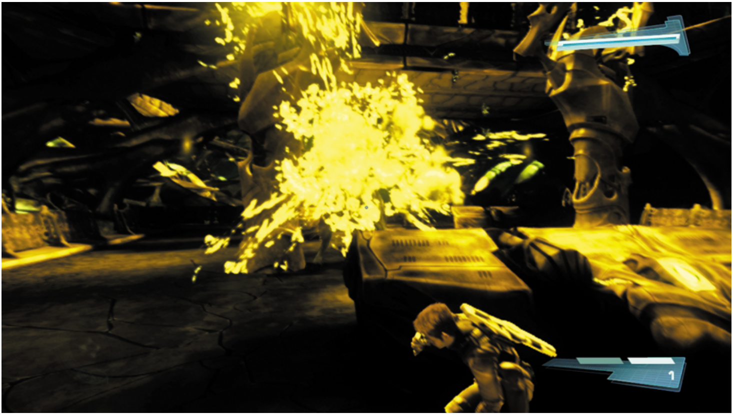
Before crossing the bridge, enter the room to the left and use the teleporter pad. This takes you up to the room's second level. Activate the console on the second level to extend a bridge to reach the other side of the chamber. Here you can find two Med Stations flanking a crate that contains a Plasma Grenade. Once you've stocked up, return to the teleporter pad to reach the ground floor—don't try to jump down.





Cross the bridge to reach a platform with two Gorn teleporter pads. Step onto one of the pads and activate it to teleport to the next platform, just ahead. Alternately, you can swim to the next platform. Step up to the large console on the new platform and work together with your partner to hack it. Following the hack, Kirk notices that all the ship's weapons are controlled from some sort of targeting platform on the other side of the ship. But Kirk's analysis is cut short by the arrival of a new enemy.

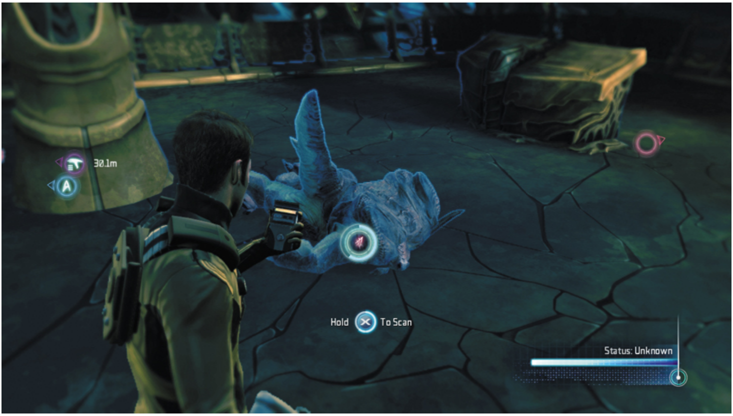




Stay behind cover at the console as a Gorn Sentinel teleports in front of you—it looks like your intrusion into the Gorn system hasn't gone unnoticed. This enemy is armed with an Arc Driver, so it's imperative to stay behind cover. To avoid exposing yourself, toss Plasma Grenades at the Gorn Sentinel. If you score a hit, the Plasma Grenade sticks to the enemy's skin before exploding and inflicting massive damage. But it will take at least two Plasma Grenades to kill this guy. If you only have one Plasma Grenade (or none at all) use your Starfleet Phaser Rifle to engage this threat—keeping hitting him until he slumps to the ground.

New Objective: Proceed to the targeting platform

11: Gorn Sentinel



After killing the Gorn Sentinel, scan his body. But if the killing blow was performed with an explosive weapon, such as a Plasma Grenade, there won't be anything left to scan.

Type: Research Data

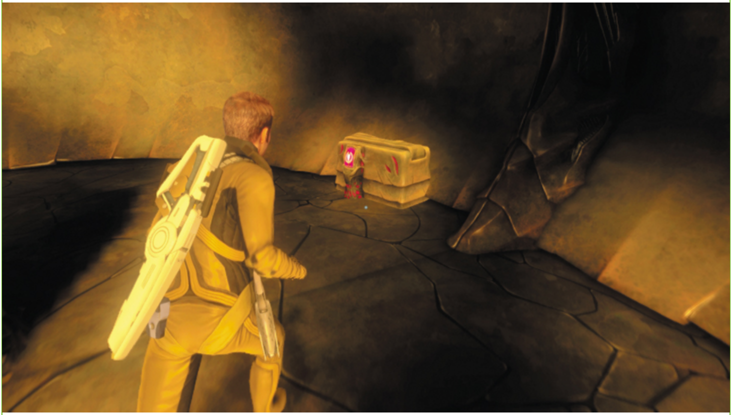
Set: Enemies/Gorn Advanced Enemies

XP: 100

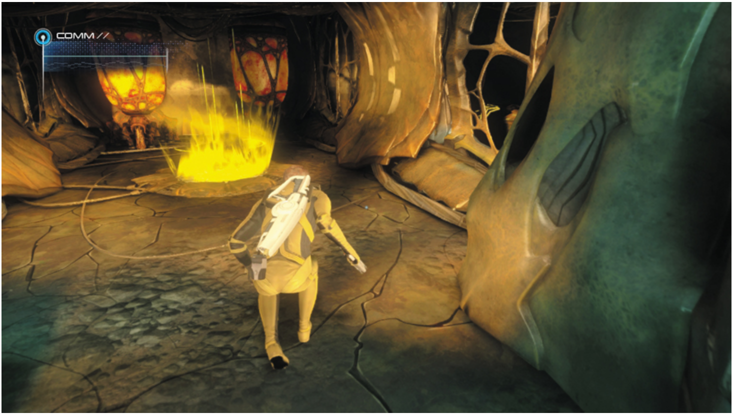
Log Entry: Advanced genetic structure suggest that this fellow is the pinnacle of the evolutionary mischief the Gorn have been making. Approach with caution. In fact, don't approach at all. Run away. The quicker the better.

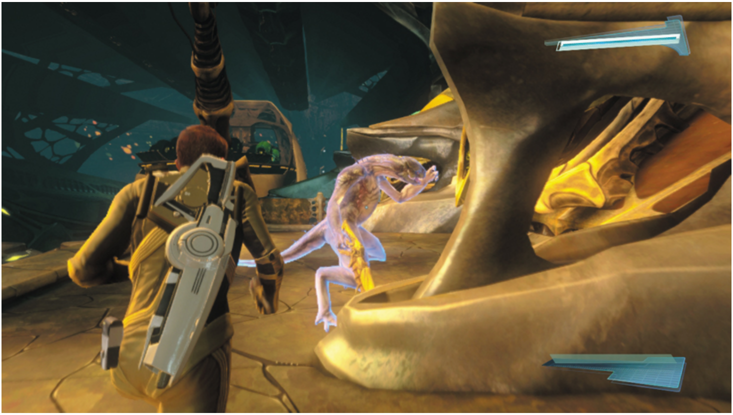
Step onto the teleporter pad where the Gorn Sentinel arrived to teleport to a distant bridge on the chamber's upper level. Take cover along the edge of the bridge and monitor the adjoining perimeter walkways for enemy movement—this area is patrolled by a mix of Gorn Warriors and Gorn Initiates. Approach the perimeter walkway to the right and wait for a Gorn Warrior to approach—stun him with your phaser before he spots you, then immediately incapacitate him with a takedown.

Tip

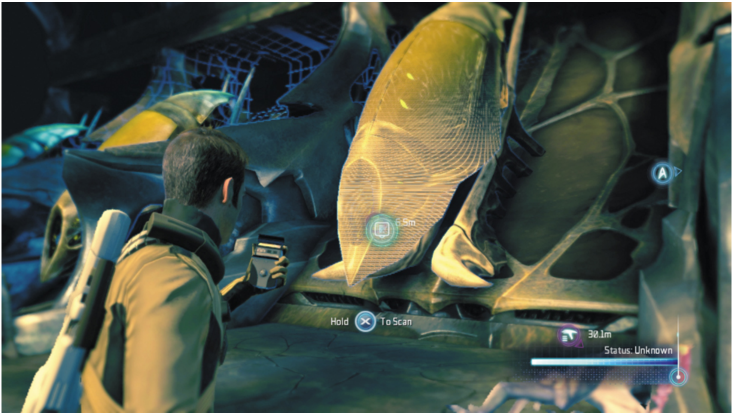


If you need some supplies, enter the room on the right side of the bridge. Here you can find a Med Station and an Energy Station as well as a crate containing a Plasma Grenade.



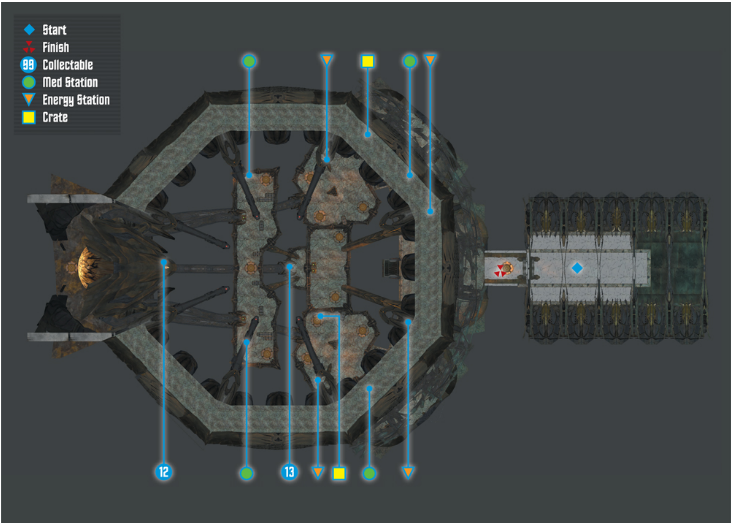


The goal is to hitch a ride in one of the tanks so that a crane conveyance system will take both of you to the targeting platform where the ship's weapons are controlled. Scotty advises scanning one of the tanks before getting in it. Continue along the perimeter walkway on the right side of the chamber and be careful to avoid being spotted by the Gorn Initiate patrolling the next bridge to the left. When the Gorn Initiate moves away from you, slip into the next room on the right and step onto the Gorn teleporter pad. Activate the pad to teleport to the chamber's lower level. A row of tanks is just around the corner, but so are two Gorn Initiates. Wait until the enemies separate, then stun the one nearby, then incapacitate him with a takedown. If necessary, hunt down the other Gorn Initiate before he returns.



Once the area is clear, scan the tank indicated by the waypoint marker using your tricorder. This allows Kirk and Spock to climb inside. Soon after entering the pod-like tank, a crane picks it up and deposits it on a tram heading for the targeting platform.

Sabotage

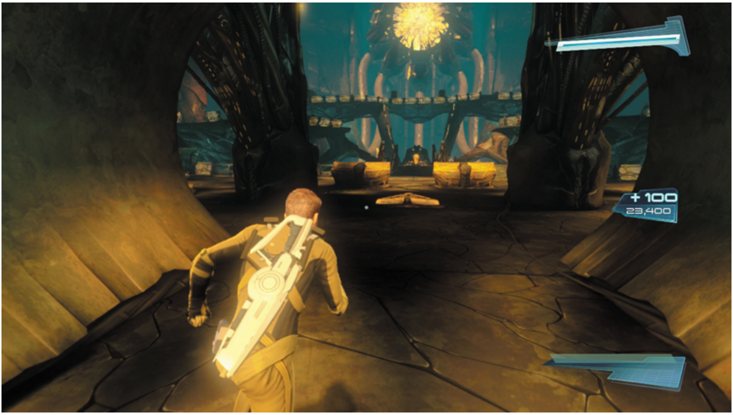


Open this map in a new window

Collectables Checklist

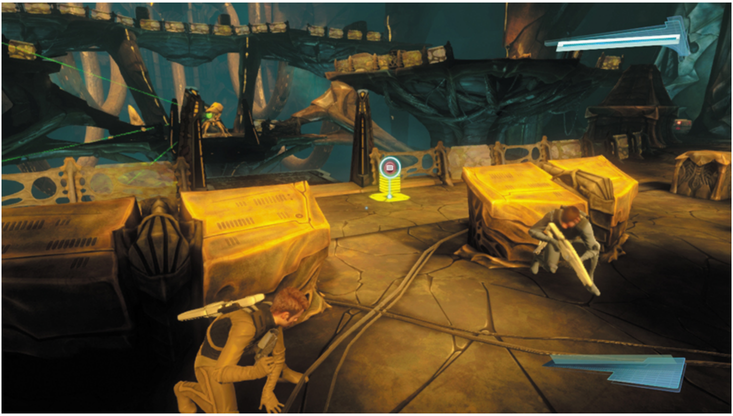
#	Name	Type	XP
12	Gorn Advanced Tech (2 of 2)	Research Data	100
13	Gorn Advanced Tech (1 of 2)	Research Data	100

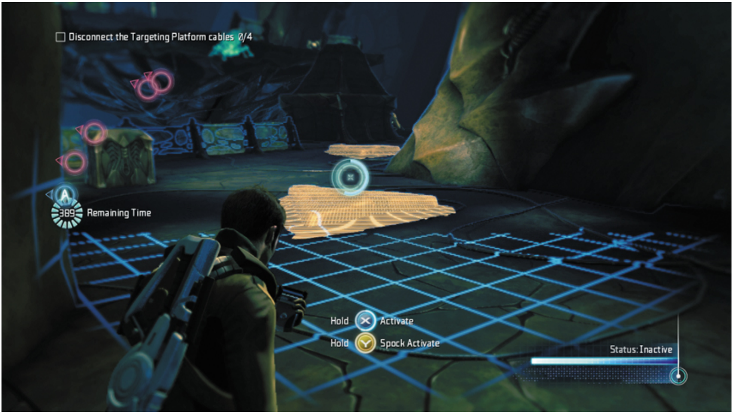
Targeting Platform



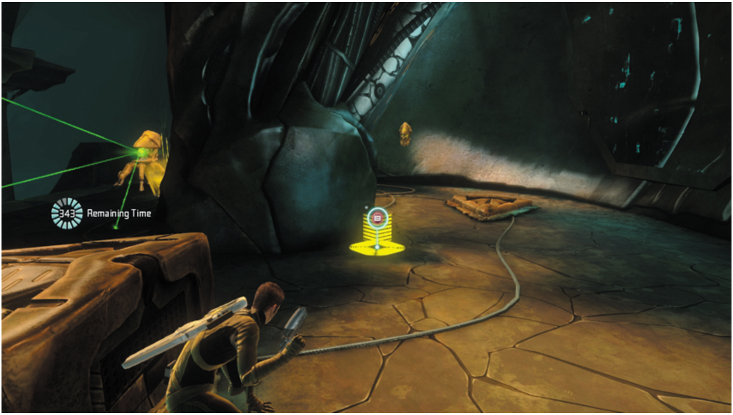
As Kirk and Spock arrive outside the targeting platform facility, Sulu reports that the Enterprise's shields are down to 30 percent—they can't withstand the Gorn attack much longer. Move to the nearby door and work with your partner to hack it. Once the hack is complete, step through the door to reach the targeting platform, along with the ship's central computer. The computer is connected to the ship through a series of large cables. Spock suggests overriding the consoles to sever connections to the computer, thereby disabling the Mothership's weapon systems. But their analysis is cut short when a turret activates in the distance and begins scanning the room. Kirk and Spock quickly take cover to avoid being spotted by the turret.

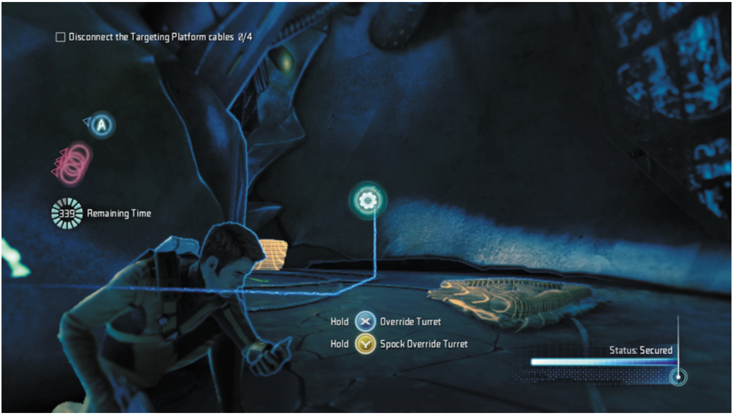
New Objective: Disconnect the targeting platform cables



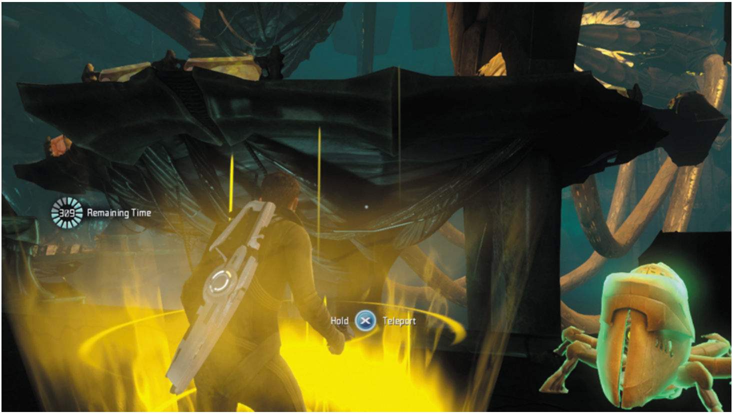


Following the cinematic, monitor the turret's movements. When it pans to the left, move to the right while staying behind cover to avoid detection by the turret. At this point, a timer appears on the left side of the HUD, giving you only 400 seconds to override the four consoles in the room. While you won't be able to sneak through this entire room, it's best to avoid detection for as long as possible—at least until you can override a couple of turrets. While advancing to the right side of the room, use your tricorder to raise barriers that provide more cover for you to stay behind—always place a piece of cover between yourself and the turret to avoid being detected.

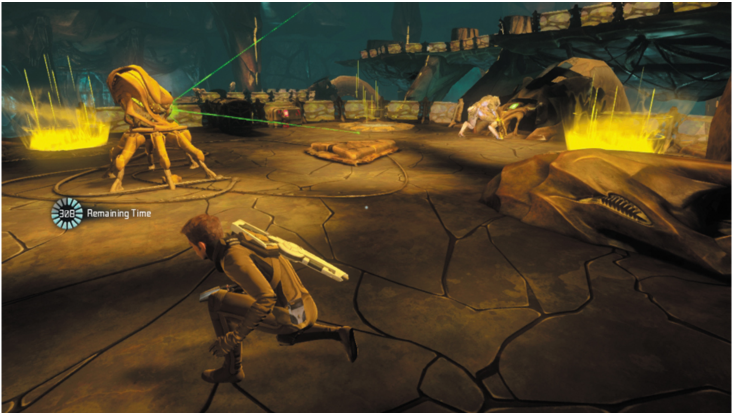


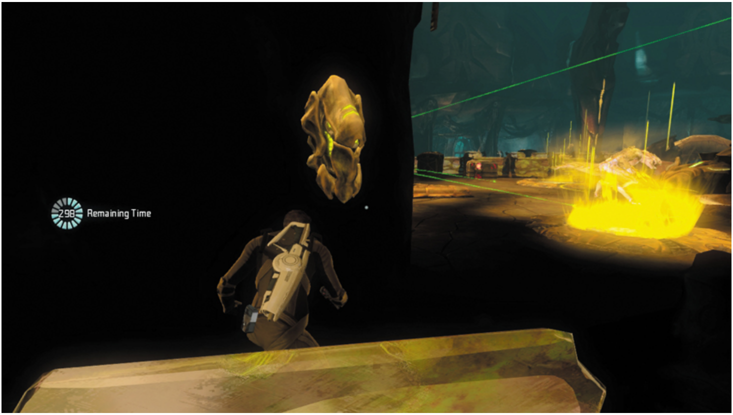

☐ Disconnect the Targeting Platform cables 0/4
339 Remaining Time
Hold Override Turret
Hold Spock Override Turret
Status: Secured

As you approach an Energy Station on the right, watch out for another turret ahead. Stay behind the raised barriers or the nearby pillars to avoid detection, moving only when the turret pans away from you. When the turret is facing away from your direction, move behind the pillar next to it. From here you can use your tricorder to hack the turret's control station, attached to the nearby wall.

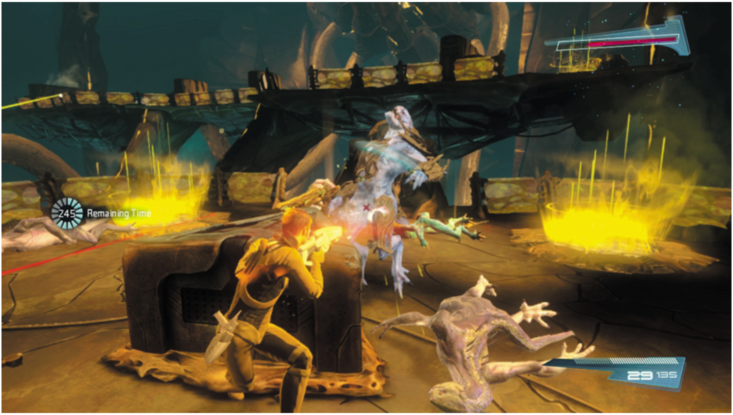


Once it is bypassed, the turret will not attack you, and you can access the nearby crate that contains a Plasma Grenade. A Gorn teleporter pad is located directly in front of the bypassed turret. Step onto the pad and activate it to teleport to the platform above.



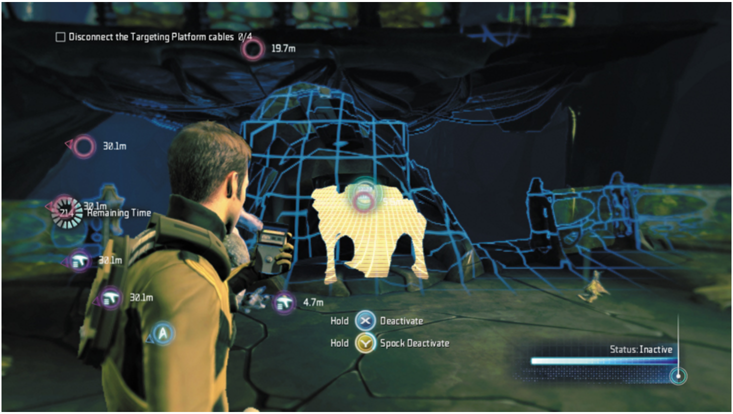


On the platform, the first console is guarded by a Gorn Warrior as well as a turret—fortunately, they're both facing away from you. Resist the urge to shoot the Gorn Warrior in the back. Instead, creep toward the Energy Station on the right side of the platform. As you inch forward, the turret activates and begins scanning. As it pans to the left side of the platform, slip behind the pillar on the right side of the platform. As long as you stay behind the pillar, the turret can't see you. Attached to the pillar is the control station for the turret. Hack the turret and watch it gun down the Gorn Warrior standing in front of the console.

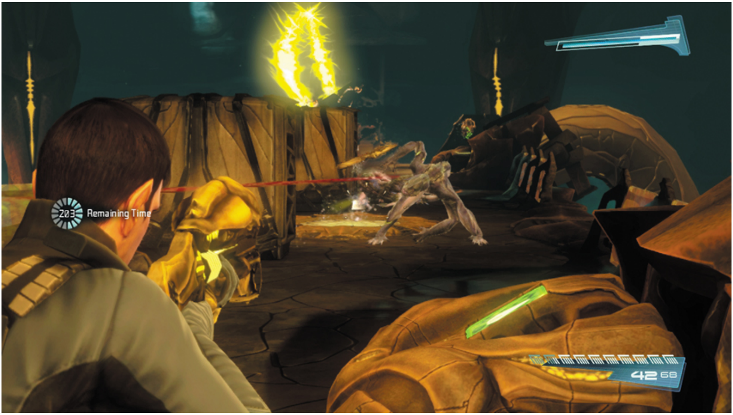


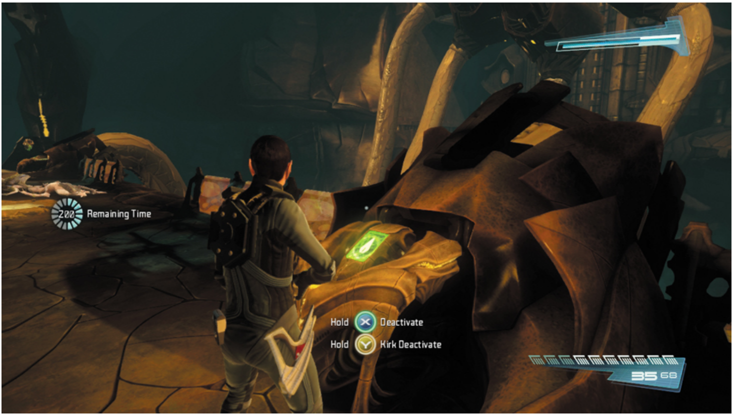
225
Remaining Time
30 105

As the turret opens fire, expect several Gorn enemies to respond; they arrive on the teleporter pads flanking the console. Fortunately, these enemies arrive directly in front of the hacked turret, significantly limiting their lifespan. However, don't stay near the turret's control station. Instead, rush to cover behind the barrier in front of the turret and join the chaotic fight. Watch for a mix of Gorn Techs, Gorn Initiates, and a Gorn Enforcer to appear on the teleporter pads. Once the enemies stop teleporting to the platform, target enemies on the distant platforms. Also, watch out for a few Attack and Exploding Drones. Target the red Exploding Drones first, before they get close enough to detonate, then focus on the Attack Drones. There's a Plasma Grenade in the crate on the left side of the platform—grab it when you're not taking fire.

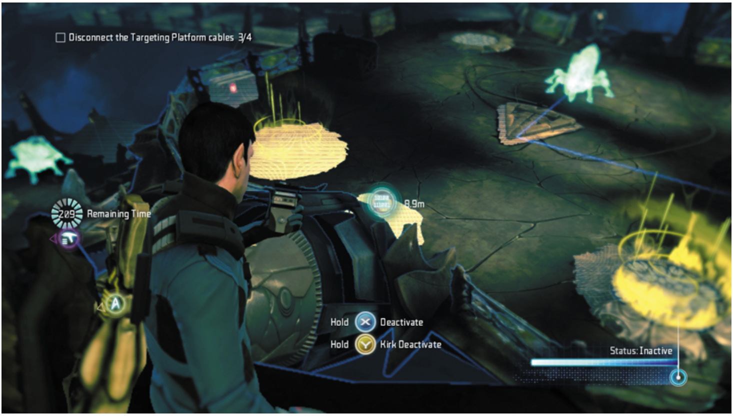


When the incoming fire dies down, turn to the console and deactivate it—you can do this with your tricorder from a distance, or by simply walking up to it and pressing the button shown on-screen. Next, step onto the Gorn teleporter pad to the right of the console and activate it. If you choose the teleporter pad on the left side of the console, you arrive directly in front of a hostile turret—chances are you won't survive.



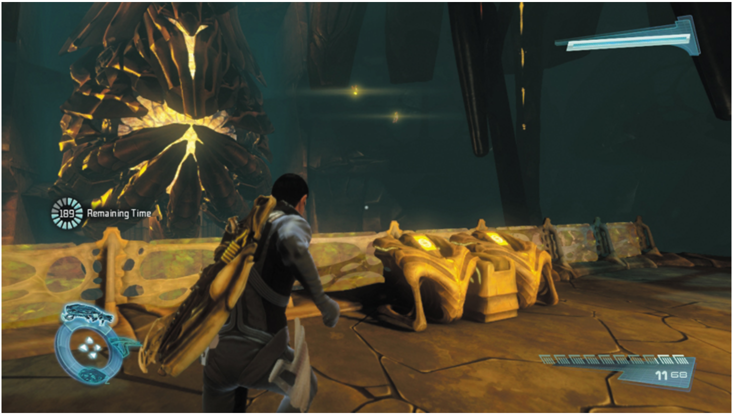


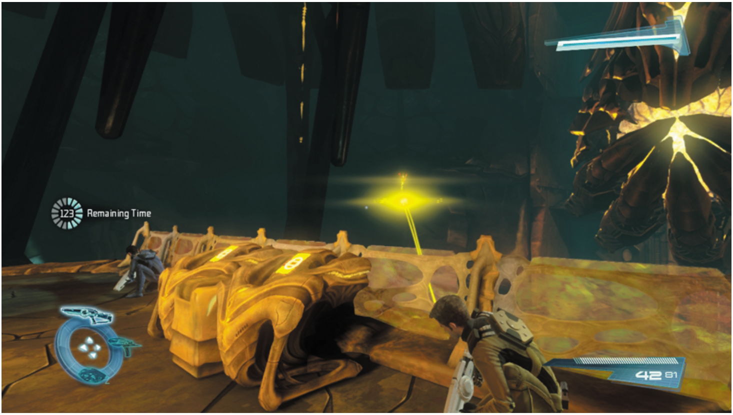
The next platform is narrow, like a catwalk. But don't rush to the nearby console just yet. This platform is occupied by several enemies, including a potential mix of Gorn Initiates, Gorn Warriors, Gorn Techs, and a Gorn Enforcer—some of these enemies may have already responded to the previous platform. Stay behind cover and engage the enemies with your weapon of choice. Consider grabbing a weapon off one of the dead Gorn enemies, such as a Pillager. The Pillager's automatic primary fire is great for intermediate-range engagements while its secondary fire shotgun-like spread is perfect for close-quarter encounters. There are two consoles on this platform. When you're not taking fire, deactivate both consoles. Three down, one more to go!



With three consoles deactivated, rush to the far end of the platform and look over the edge. Just below is another platform guarded by a turret. There's no need to teleport over to this platform. You can deactivate the console from a distance using your tricorder. Now that all four cables have been disconnected, you can target the ship's central computer.

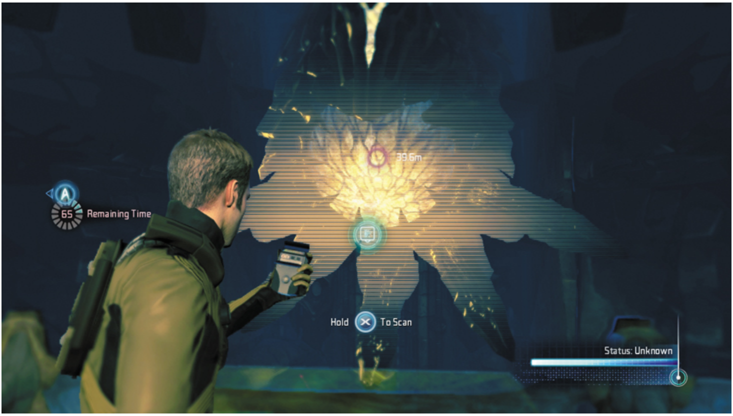
New Objective: Destroy the Gorn targeting platform





Follow the waypoint marker to the teleporter pad in the middle of the long catwalk platform and activate it. This puts you on a platform overlooking the central computer. However, the computer cannot be attacked just yet. You need to work together with your partner to hack the nearby console. But before commencing the hack, target the mix of Attack and Exploding Drones that are closing in on your position. Take cover near the console and open fire on the drones. Once the area is clear of threats, hack the console to expose the ship's central computer.

12: Gorn Advanced Tech (2 of 2)



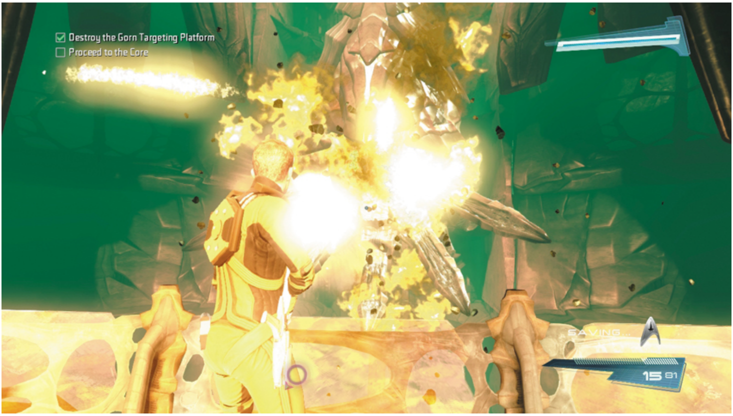
Before opening fire on the central computer, scan it with your tricorder.

Type: Research Data

Set: Sabotage/Gorn Advanced Technology

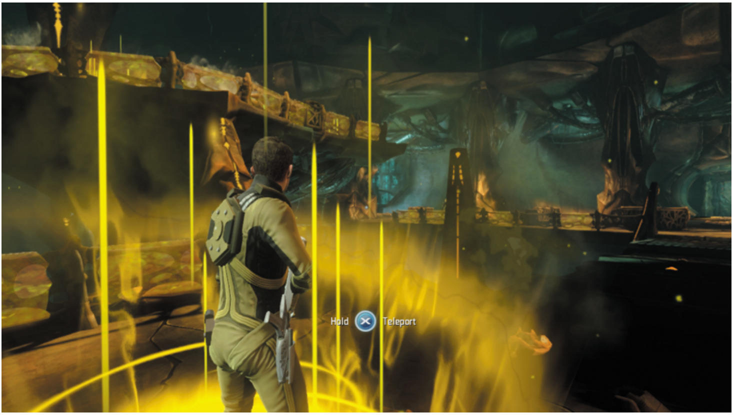
XP: 100

Log Entry: What we've learned about the Gorn Mothership: it's alive. It's more than just a vehicle. It's an organic environment that changes and adapts to the conditions inside it. It acts like a kind of networked intelligence that connects all the individual Gorn to a central consciousness. It attacks invaders like an immune system attacking illness. Which does not bode well for any non-Gorn visitors.



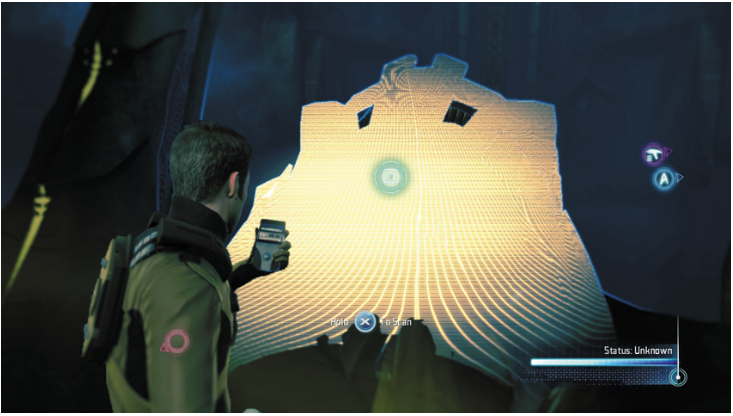
After scanning the central computer, open fire to destroy it. Once exposed, the computer is extremely vulnerable and fragile, exploding after sustaining only a few hits. Following the computer's destruction, Sulu reports that your attack worked—the Mothership's weapons have been disabled. Now it's time to get to the ship's core.

New Objective: Proceed to the core



From the console, turn around and step onto the teleporter pad on the left. This takes you down to the ground floor, close to where you originally entered. Don't worry, that turret you evaded earlier is now offline. But before leaving the facility, turn around and scan the piece of equipment next to the teleporter pad to find the last collectable.

13: Gorn Advanced Tech (1 of 2)



After destroying the ship's central computer, teleport down to the room's lower level, then turn around—scan the large piece of equipment next to the teleporter pad.

Type: Research Data

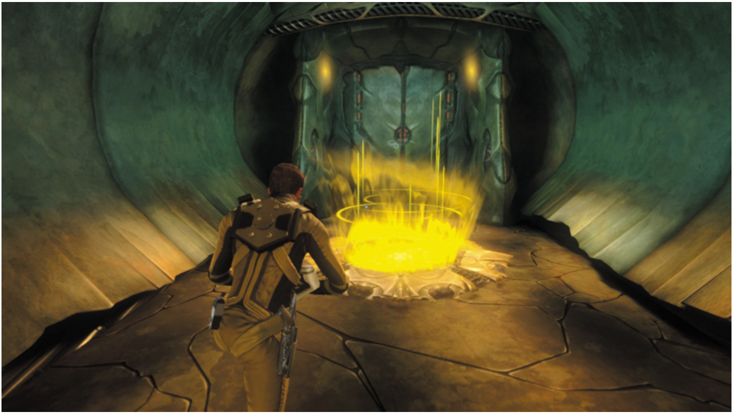
Set: Sabotage/Gorn Advanced Technology

XP: 100

Log Entry: Why did I get assigned “explain how the Gorn works” duty? I’m the Chief Engineer, not the Chief Science Officer! But since the Chief Science Officer is currently running for his life alongside the Captain, everyone says “Oh, give all the science-y talk to Mr. Scott to take care of! Because Engineering is Science, and Scotty is the Chief Engineer! Let’s ignore the hundred other junior science officers that can do it!” This is the sound of the Chief Engineer sighing.

Note

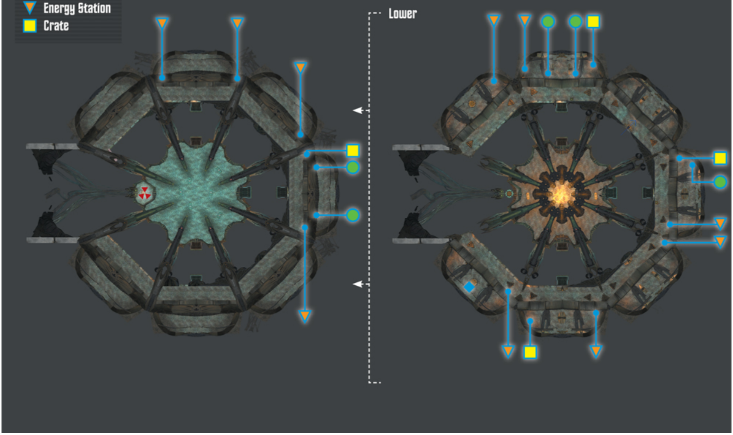
This is the final piece of research data in the game. If you’ve scanned all other research data collectables up to this point, you earn the Fascinating achievement/trophy.



Cross the bridge to return to the room’s entrance. Step onto the teleporter pad in front of the door and activate it to reach the next part of the Mothership.

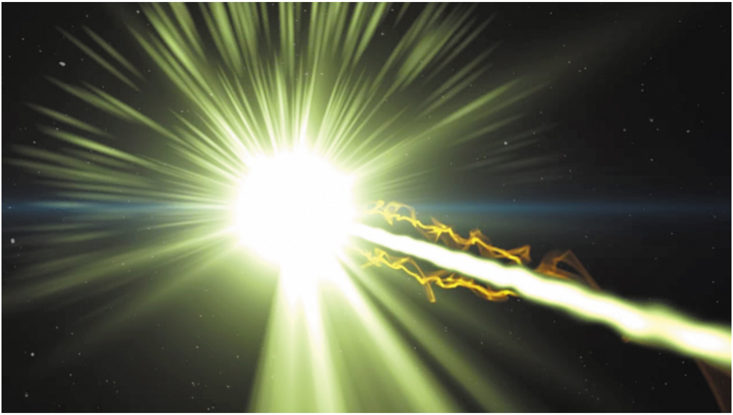
To the Top

Start
Finish
99 Collectable
Med Station



Open this map in a new window

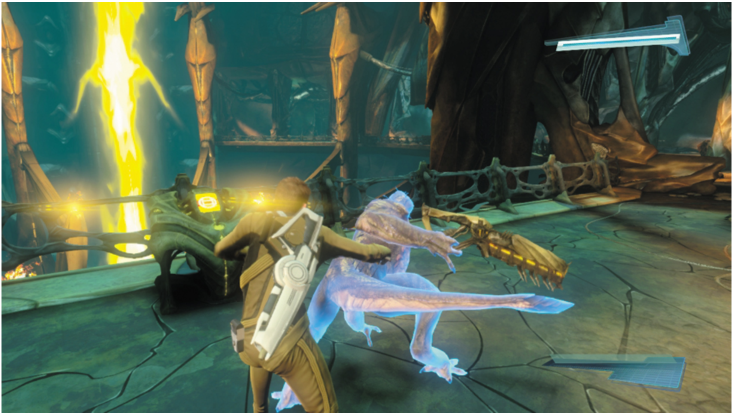
Ascend

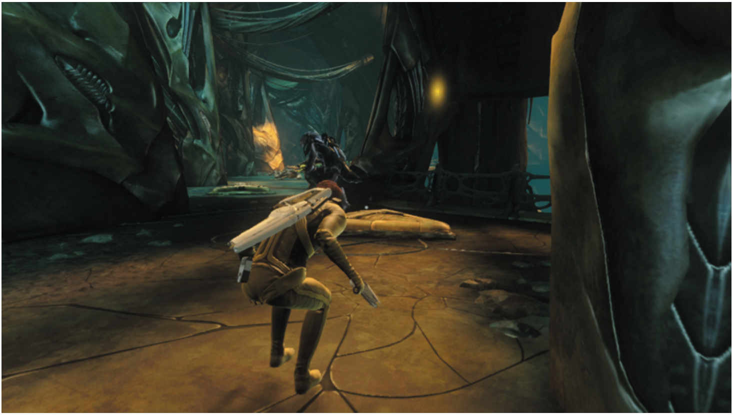


The next chamber is massive and ringed by several perimeter walkways. Upon entering, Chekov reports a huge energy surge within the Gorn Mothership. Suddenly, the Mothership emits a powerful beam of energy, just missing the Enterprise. But the Enterprise wasn't the target. Instead, the beam has opened a second rip. It looks like the Gorn have finally harnessed the Helios Device for their needs. Spock warns that they must destroy the Helios Device to prevent the Gorn from attacking multiple targets in the universe without warning.

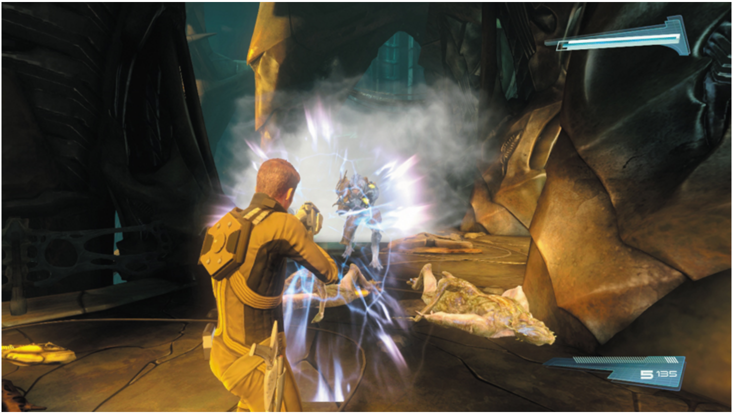
First Level

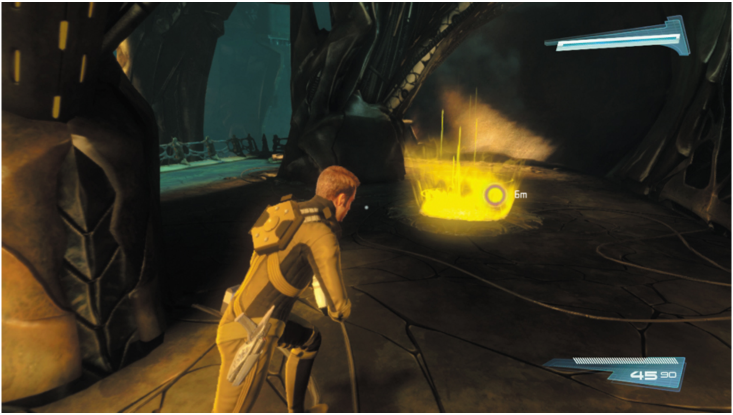
New Objective: Ascend to the second level





Following the cinematic, turn to the right and replenish your ammo from the nearby Energy Station. Also, keep an eye on the Gorn Warrior that is patrolling nearby. During this sequence, there's no need to advance quietly. However, it's best to eliminate as many targets as possible without being detected—the more enemies you eliminate quietly, the fewer you'll have to confront in a fire fight. Wait for the Gorn Warrior to move away, then start by stunning and taking down the nearby Gorn Initiates preoccupied with their work at consoles. Next, keep watch for a Gorn Enforcer patrolling nearby. Wait for him to pass you, then sneak up behind him and perform a takedown.

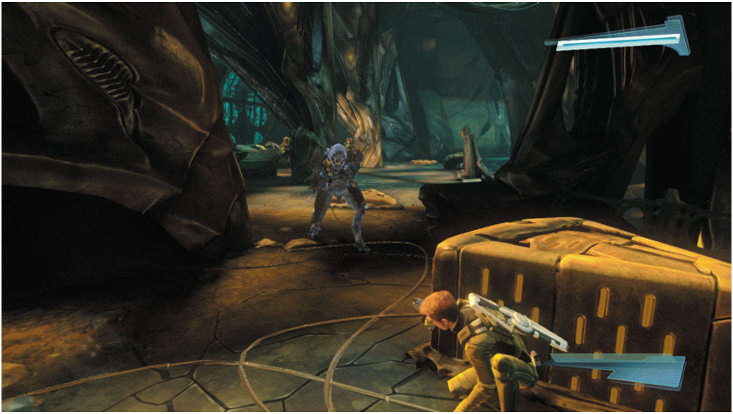


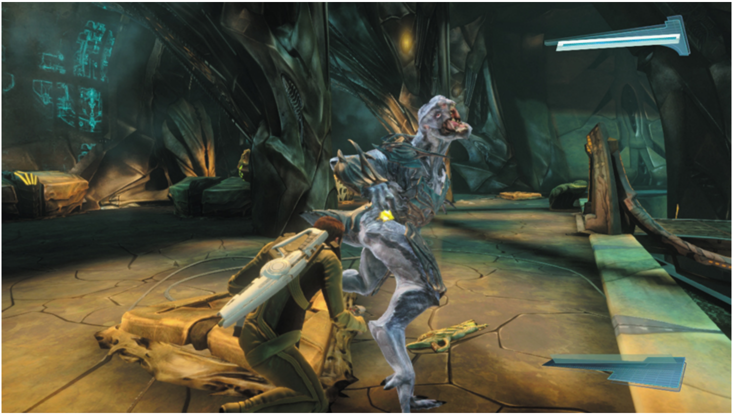


Keep up the stealthy advance as long as possible. But if you're detected, take cover and prepare for an intense firefight as more Gorn enemies rush toward you. There are several Energy and Med Stations along the way, not to mention crates containing Plasma Grenades. If you still have your Starfleet Phaser Rifle, use its shield, activated with the secondary fire button, to block incoming fire, then retaliate when your enemy stops firing. When you've mopped up the enemies on this level, follow the waypoint marker to a Gorn teleporter pad to reach the second level.

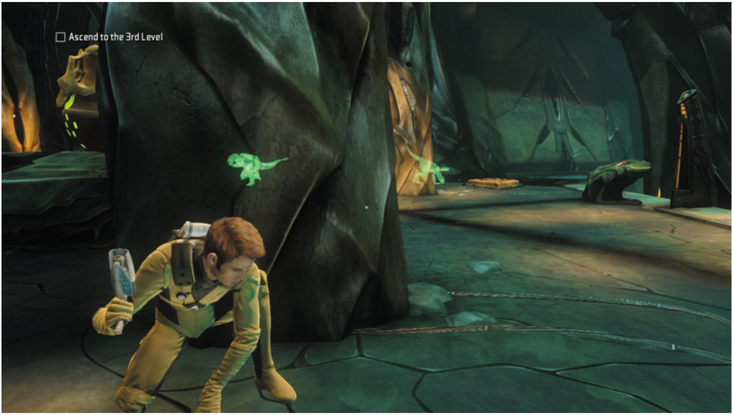
Second Level

New Objective: Ascend to the third level



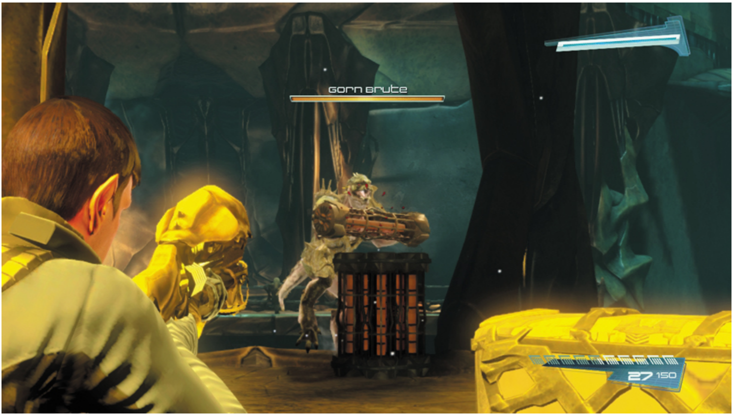


Regardless of what happened on the first level, the enemies on the second level are not expecting you. Do your best to remain undetected to prevent reinforcements from arriving. This next area, next to a bridge, is guarded by a Gorn Enforcer, a Gorn Warrior, and a Gorn Initiate. Raise the nearby barrier and take cover behind it while waiting for the patrolling Gorn Enforcer to approach—he stops only a few meters away. When he turns around, shoot him in the back with your phaser's stun setting, then immediately perform a takedown. Remember, Gorn Enforcers aren't stunned very long, so you must act quickly.

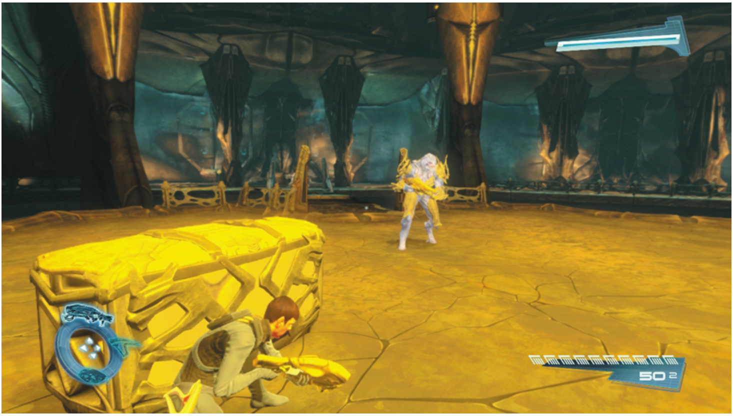


Next, take cover and monitor the movements of the Gorn Warrior and Gorn Initiate. These two enemies never move very far from each other, which makes them difficult to isolate and takedown. Consider using a tricorder sound decoy to break them apart, then stun and incapacitate them. But if you're spotted, you must contend with a number of Gorn Initiate reinforcements that teleport into the area. So be ready for a fight if you're detected. Use the Med Station and Energy Station nearby, then turn to the console by the bridge. Activate the console to extend the bridge leading to a large central platform.

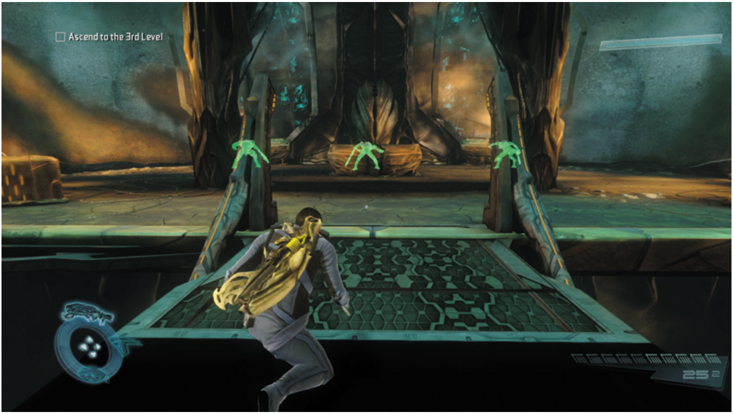
Gorn Brute
17 150

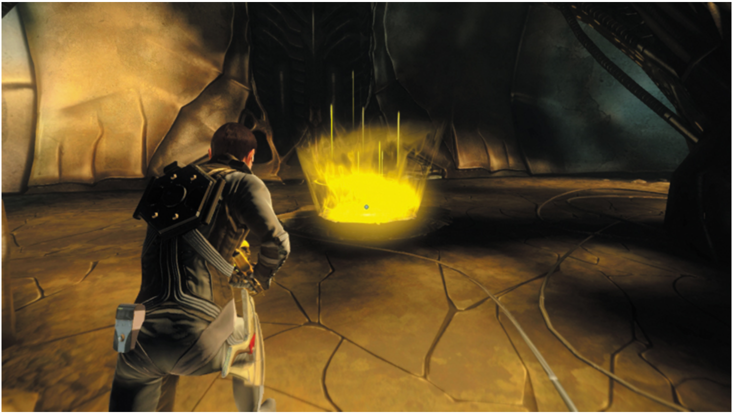


When you reach the central platform, a Gorn Brute teleports in front of you—toss a Plasma Grenade at him before he begins moving. You haven't faced a Gorn Brute since New Vulcan, but the fight plays out the same. Instead of taking cover, get ready to evade the Gorn Brute's charging attacks by diving out of the way. Occasionally the Gorn Brute moves to the perimeter of the platform and begins throwing energy cells in your direction. As soon as he stops next to an energy cell container, take aim and shoot the energy cell in his hands before he can throw it. This causes the energy cell to explode in his face and inflict heavy damage. Following several attempts to throw energy cells, the Gorn Brute will resume his charging attacks. Keep evading the Gorn Brute's attacks while continually shooting him with your chosen weapon. He'll eventually fall off the side of the platform when his health meter is completely depleted.



After defeating the Gorn Brute, stay on the platform and seek cover behind one of the remaining crates—the Gorn Brute probably destroyed most of them during his charging attacks. A Gorn Enforcer comes marching across the bridge ahead to investigate. When he's nearby, open fire with your weapons to drop him quickly. If you act fast, you can kill him before he can sound an alert.

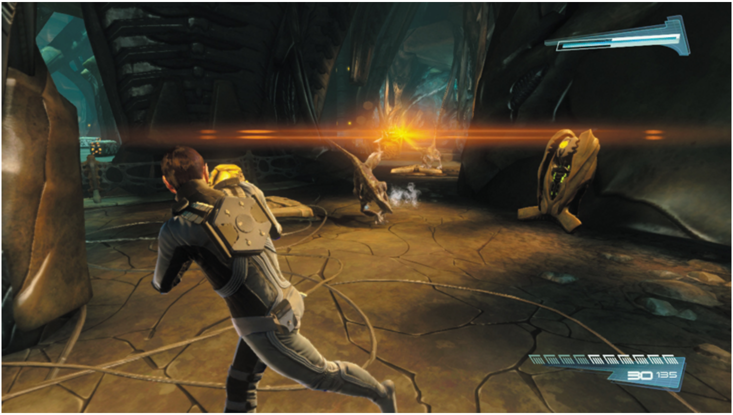


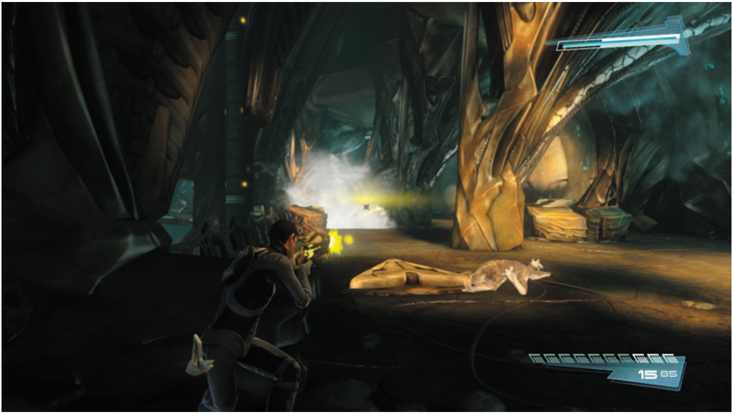


Now, cross the bridge, keeping your eye on two Gorn Warriors and one Gorn Initiate on the other side. All three enemies are preoccupied in front of their consoles. There's no need to disturb them. While crouched, simply cross the bridge and turn right, following the waypoint marker to another Gorn teleporter pad. As long as you stay low and quiet, you can pass by the enemies without being detected.

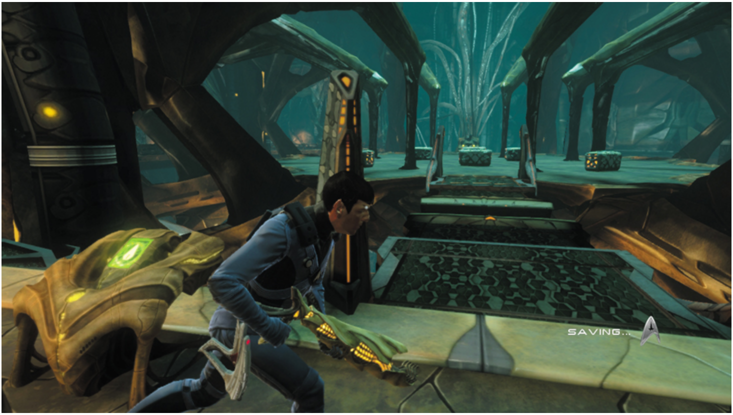
Third Level

New Objective: Ascend to the Mothership core

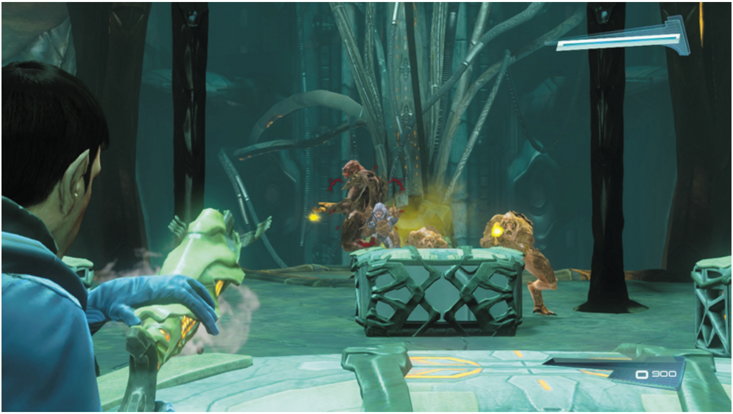


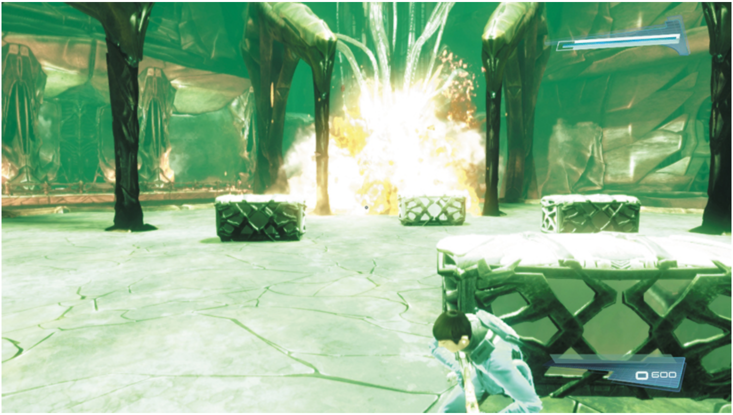


The next walkway appears to be free of hostiles. But as you advance, two Gorn Rushers charge toward you. Try to gun them down before they can pounce on top of you. Keep your distance and be ready to dive out of the way. Keep shooting the Gorn Rushers while running away from them—the Marauder or the Pillager's secondary fire function works well against these enemies. Your battle with the Gorn Rushers draws the attention of more enemies, including a Gorn Enforcer and a few Gorn Initiates. Take cover and open fire on the enemies as they approach—try to kill the Gorn Enforcer before he gets too close. One of the Gorn Initiates is armed with an Arc Driver. Target this enemy next.

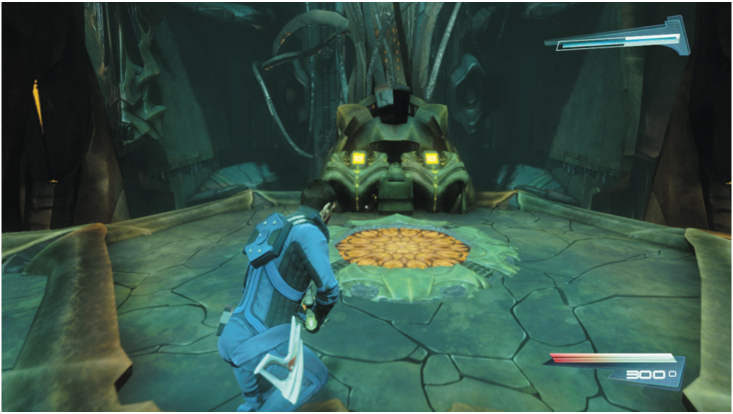


When the fire fight is over, grab the Arc Driver off the dead Gorn Initiate. Gather Plasma Grenades off the dead enemies as well—more Plasma Grenades can be found in the nearby crates. Continue along the perimeter walkway until you come to a retracted bridge. Interact with the nearby console to extend it to reach another large platform in the center of the chamber. Before crossing the bridge, make sure you have an Arc Driver and as many Plasma Grenades as you can carry—it's time for another big fight!



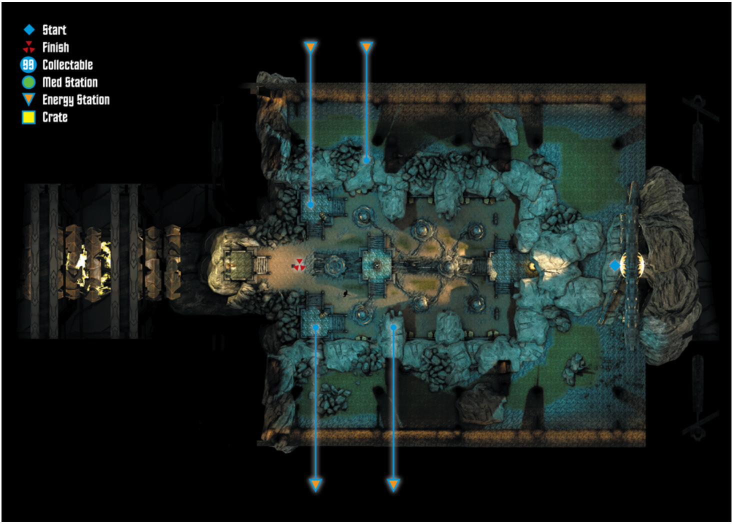


As you cross the bridge, take aim straight ahead toward the next waypoint marker. Multiple enemies teleport onto the central platform, including a Gorn Sentinel, a Gorn Enforcer, and a few Gorn Warriors. Take aim at the Gorn Sentinel and use the Arc Driver's secondary fire function to launch an explosive missile at the group of enemies while they're still bunched up. If you score a hit, the resulting blast kills all the enemies except for the Gorn Sentinel. Take cover behind the crate just ahead and reload your Arc Driver. When you're ready to fire again, peek out of cover and hit the Gorn Sentinel again with the Arc Driver's secondary fire attack. Keep hitting the Gorn Sentinel with the Arc Driver until there's nothing left.



After defeating the Sentinel and his friends, approach the console on the opposite end of the platform and work with your partner to hack it. Successfully completing the hack gives you access to the Gorn Mothership's core, where the Helios Device is located.

Final Confrontation



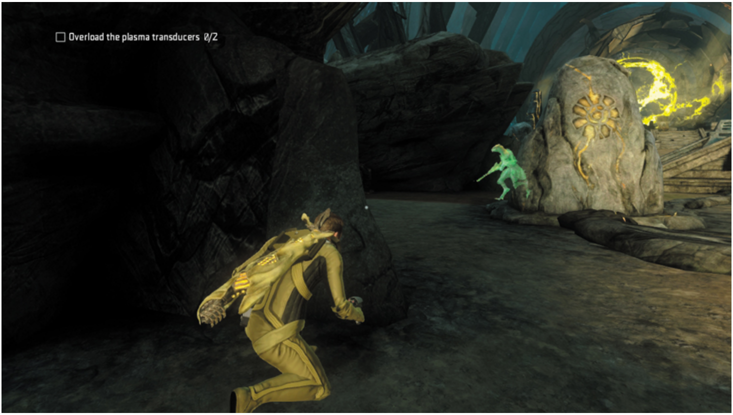
Open this map in a new window

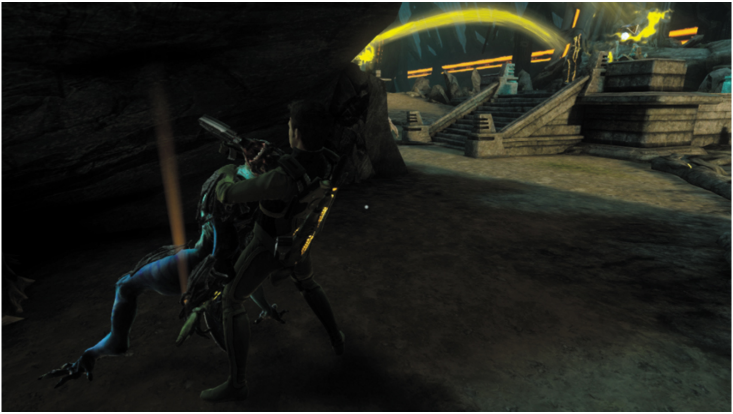
Mothership Core

Upon reaching the core, Kirk and Spock spot the Helios Device. T'Mar is also here, restrained to metal slab on the far side of the room. Spock theorizes that the Gorn are somehow forcing T'Mar to operate the Helios Device against her will. As long as the Helios Device is operational, they will be unable to beam out. But before the Helios Device can be destroyed, the nearby plasma transducers must be overloaded.

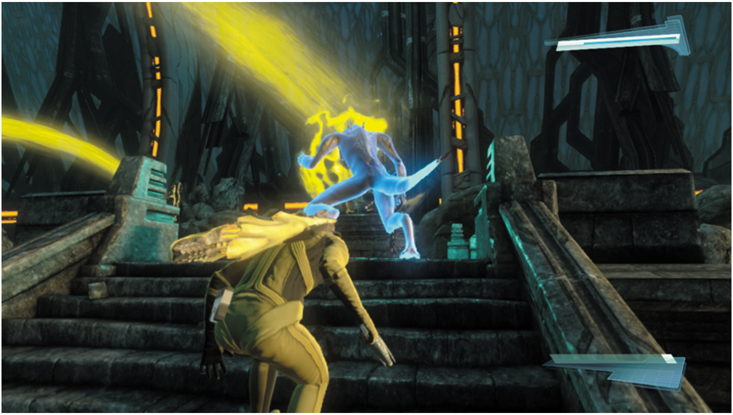
New Objective: Overload the plasma transducers

Commendation: Complete your objectives without provoking any enemy attacks (Stealth)

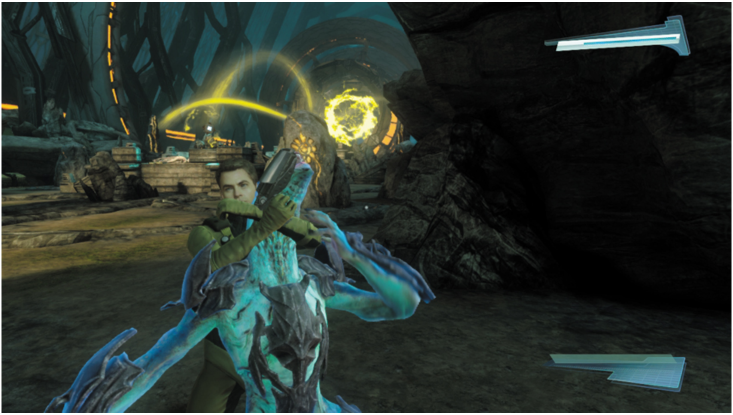




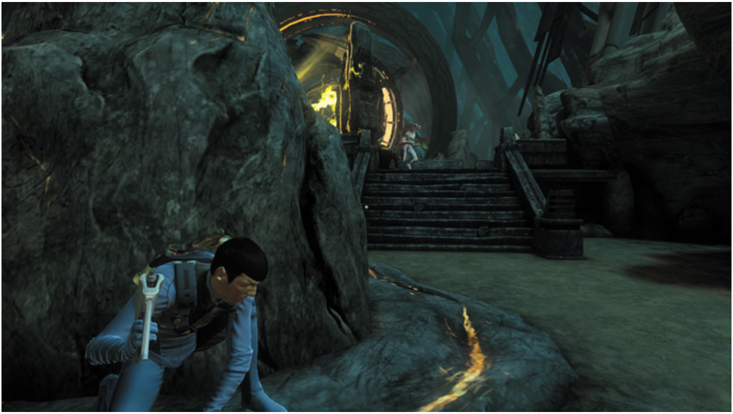
This side of the room is patrolled by two Gorn Techs and one Gorn Initiate. If you want to earn the final commendation, you'll need to destroy the Helios Device without being detected. Start by moving to the left side of the room. Keep an eye on the Gorn Tech patrolling nearby. When he moves to a console on the left side of the room and stops, sneak up behind him and perform a takedown.

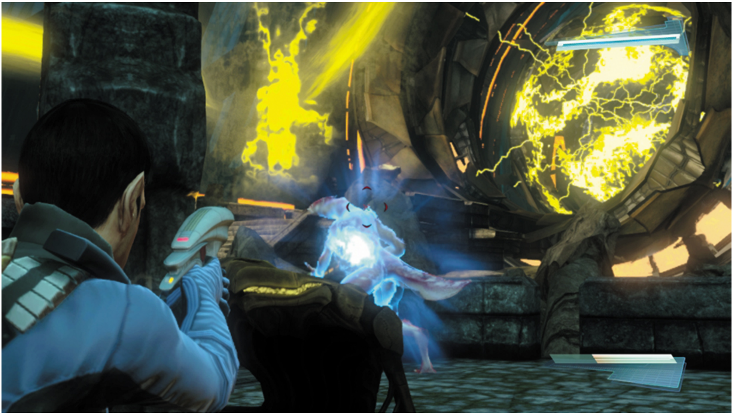


Next, turn your attention to the Gorn Initiate patrolling near the central platform where the Helios device is suspended by yellow beams of energy. Wait for the Gorn Initiate to climb the steps leading up to the platform, then follow closely behind and shoot him in the back with your phaser's stun setting. While he's still stunned, rush up and perform a takedown. Once he's down, descend the steps and seek cover before the other patrolling Gorn Tech spots you.

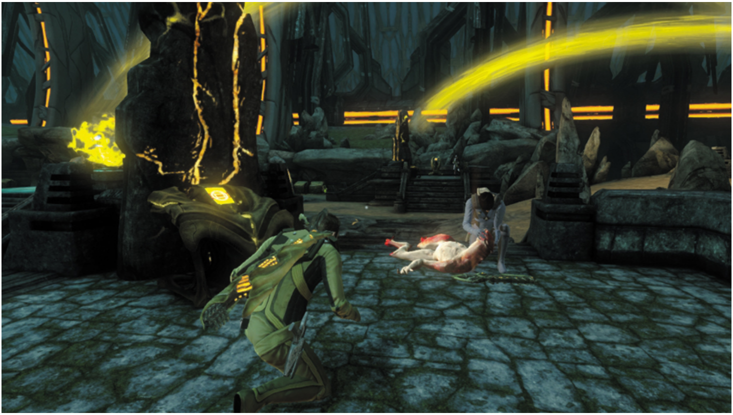


Now all that's left is the remaining Gorn Tech. Stay behind cover and monitor his patrol pattern. When he has his back turned, creep up behind him and shoot him in the back with your phaser to stun him. While he's stunned, rush up behind him and perform a takedown.

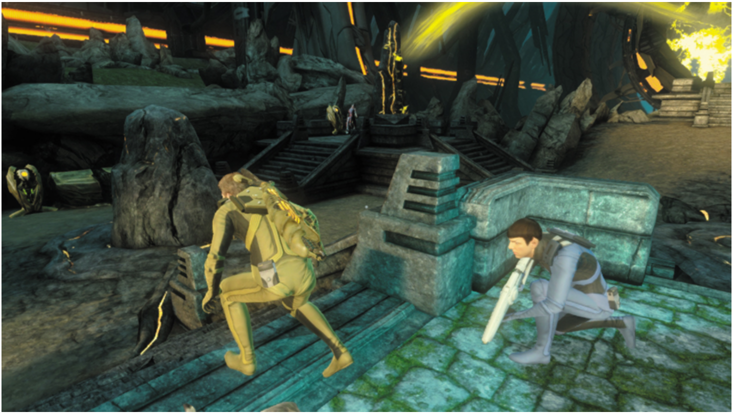


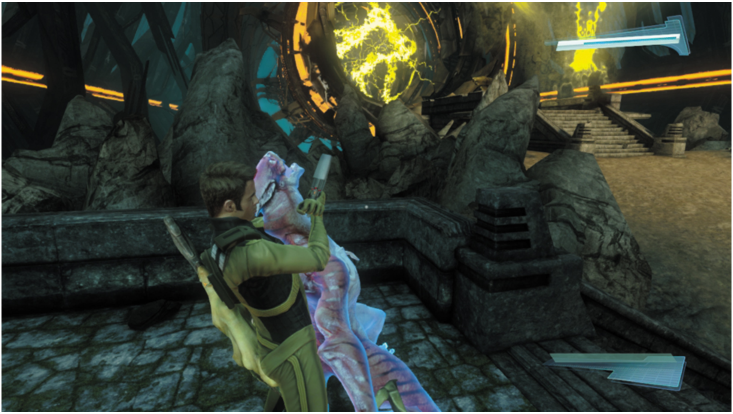


Now move toward the plasma transducer on the right side of the room, taking cover behind the tall rock. The transducer platform is patrolled by a Gorn Observer—don't let her see you. Take a moment to study her patrol pattern. When the Gorn Observer moves away, creep up toward the platform and stun her with your phaser, shooting her in the back.

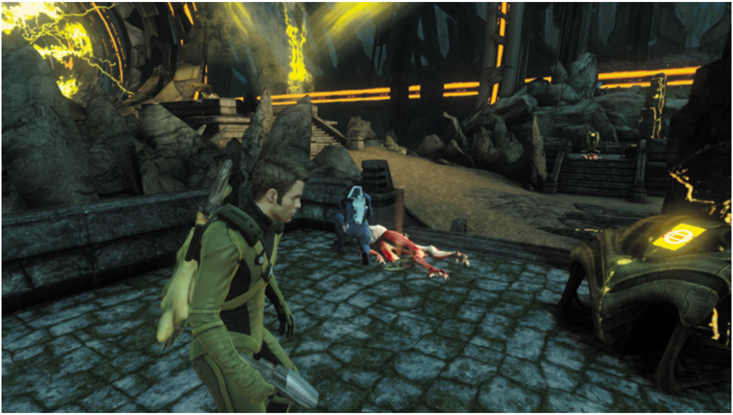


Spock can perform a mind-meld on the incapacitated Gorn Observer guarding the plasma transducers. The mind-meld reveals the code necessary to deactivate each transducer, so you can input the code without hacking the console. Once the code has been retrieved, interact with the nearby console to deactivate the first plasma transducer.



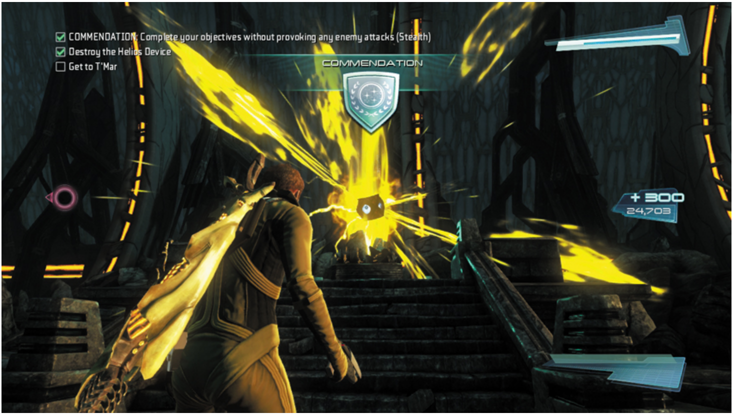


Instead of heading directly for the next plasma transducer on the left side of the room, take a detour and move toward the Helios Device. The central platform provides the cover necessary to sneak up on the next Gorn Observer guarding the second plasma transducer. Stay hidden on the central platform until the Gorn Observer turns her back. Take this opportunity to sneak up behind her. As with the other Gorn Observer, shoot this Gorn in the back with your phaser to stun her, then incapacitate her with a takedown.



Once the Gorn Observer has been rendered unconscious, have Spock perform a mind-meld to retrieve the code for the next console. Once the code has been retrieved, interact with the console to deactivate the second plasma transducer.

New Objective: Destroy the Helios Device



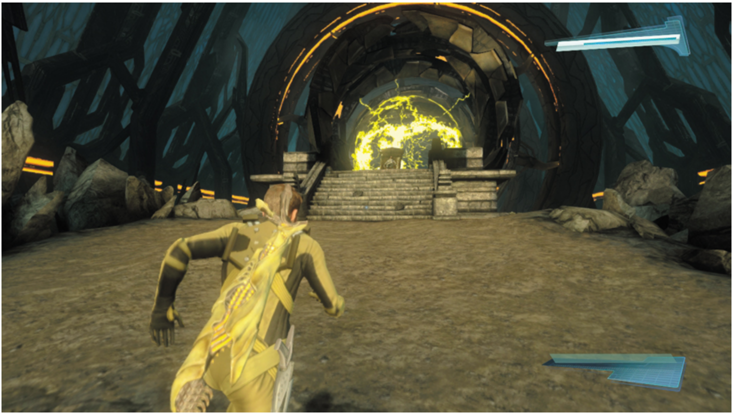
☑ COMMENDATION: Complete your objectives without provoking any enemy attacks (Stealth)
☑ Destroy the Helios Device
☐ Get to T'Mar

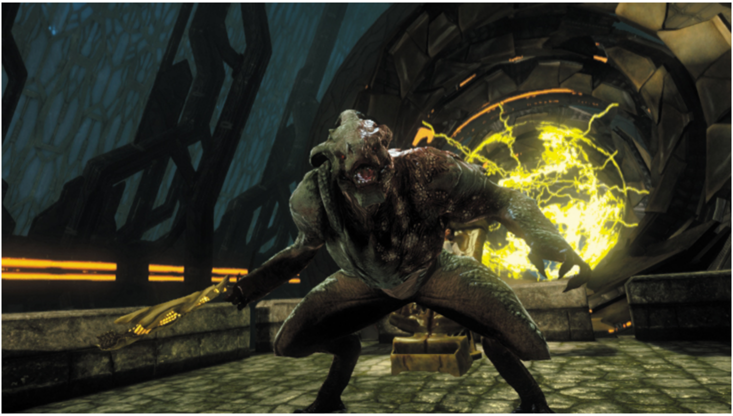
With both plasma transducers deactivated, you can now destroy the Helios Device. Approach the device on the central platform and shoot it with your phaser's kill setting—it takes only a couple of hits to make it explode. If you have managed to make it to this point without provoking any enemy attacks, you earn the stealth-based commendation worth 300 XP.

Note

If you've completed all the commendations in the game up to this point, you earn the Exemplary Commendation achievement/trophy immediately after destroying the Helios Device. Well done!

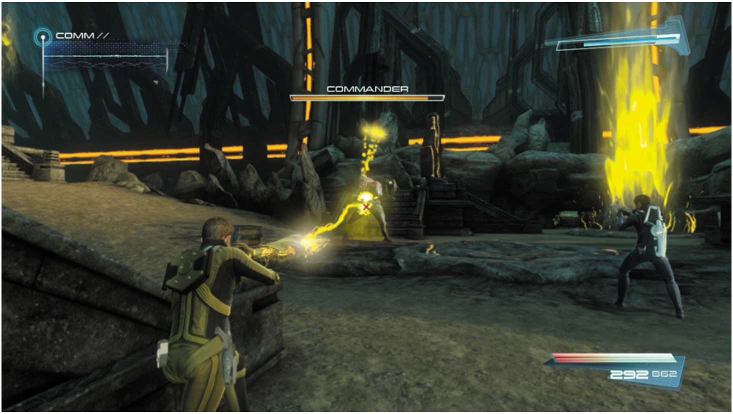
New Objective: Get to T'Mar

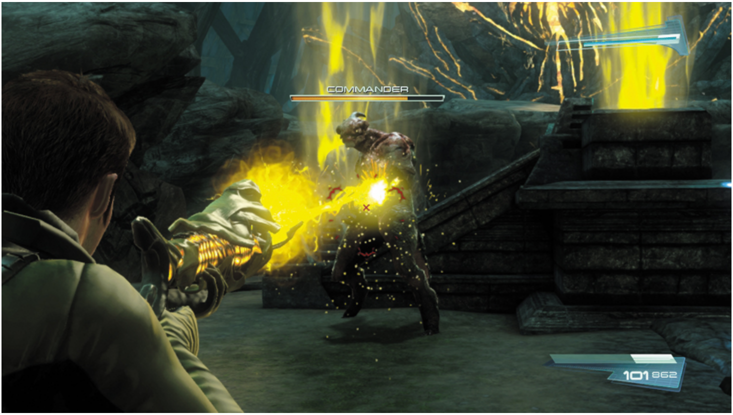




As soon as the Helios Device is destroyed, Scotty reports that he's achieved a solid transporter lock on both of you. But Kirk and Spock aren't ready to go yet—they need Scotty to beam out T'Mar as well. But Scotty is unable to get a lock on her, probably due to interference caused by the device she's attached to. Move toward the platform where T'Mar is restrained. But as you approach, the Gorn Commander appears, blocking your path to T'Mar—it looks like you'll need to defeat this guy before you can escape with T'Mar.

Gorn Commander Battle





The Gorn Commander is the most durable enemy you've ever faced, capable of absorbing massive damage. Be ready to evade his attacks. The Gorn Commander is armed with a modified Arc Driver. While its primary attack functions the same way, the weapon's secondary attack fires a spread of four munitions like grenades, each with a large blast radius. When the Gorn Commander launches these grenades, move away, as they're likely to impact right where you're standing. When you're not evading the Gorn Commander's attacks, return fire, preferably with the Arc Driver. The Arc Driver's primary fire function is the most effective against this enemy; it gradually depletes his health, as shown on the HUD.

Tip

COMM //
COMMANDER
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Throughout the battle with the Gorn Commander, you will need to reload often. Visit the Energy Stations placed next to the plasma transducers to replenish your ammo.

COMMANDER
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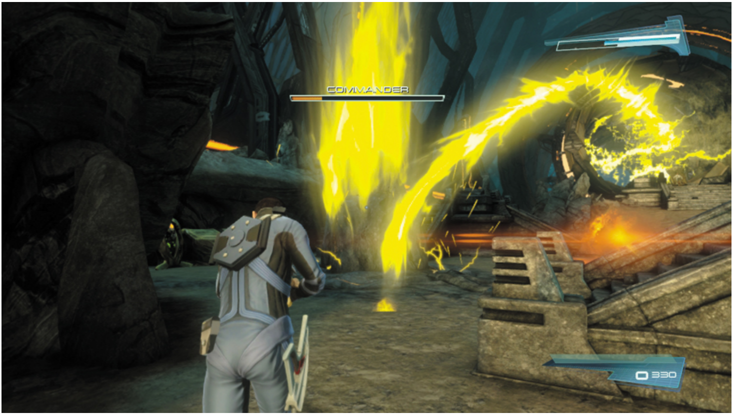
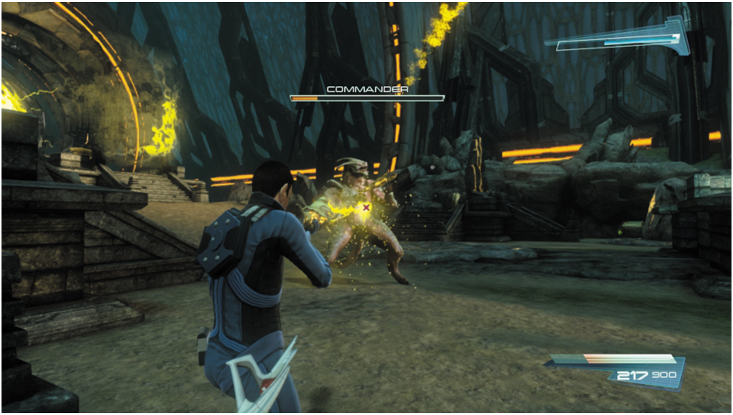
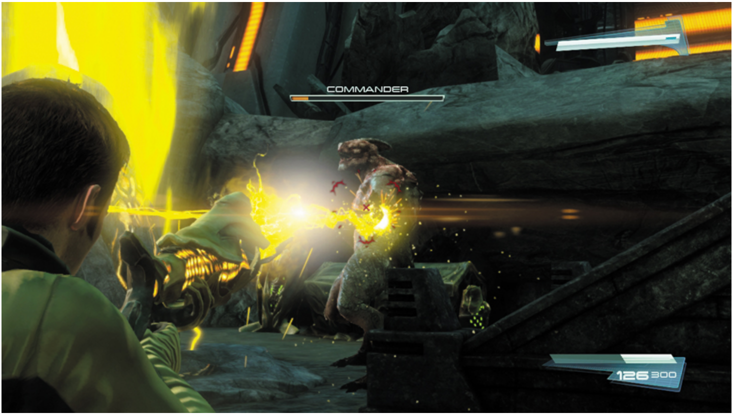
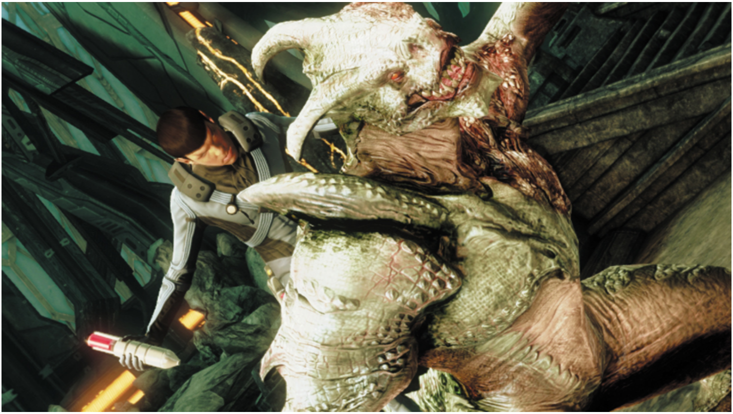


Your Arc Driver's secondary fire function fires a rocket that is capable of heavy damage. However, this secondary function consumes a full magazine of ammo, requiring frequent reloads and trips to Energy Stations. You're better off using the weapon's primary fire function to concentrate the beam of energy on the Gorn Commander's torso. The Gorn Commander can't walk fast, but he is capable of teleporting throughout the room at will—follow the streak of yellow energy to determine where he'll show up next. So instead of taking cover, it's best to keep moving around the room. If you stay in one spot, there's a good chance the Gorn Commander will flank you.





Keep up the attack, constantly hitting the Gorn Commander with your Arc Driver until his health is reduced to a sliver. The Gorn Commander can concentrate on only one target at a time, so if you work together, you can defeat him relatively quickly. If you're the one being targeted, simply dash and dive around the room to evade the enemy's attack. If you're not being attacked by the Gorn Commander, unload on him with everything you've got. While focused on attacking your partner, the Gorn Commander pays little attention to you, which allows you to inflict heavy damage.

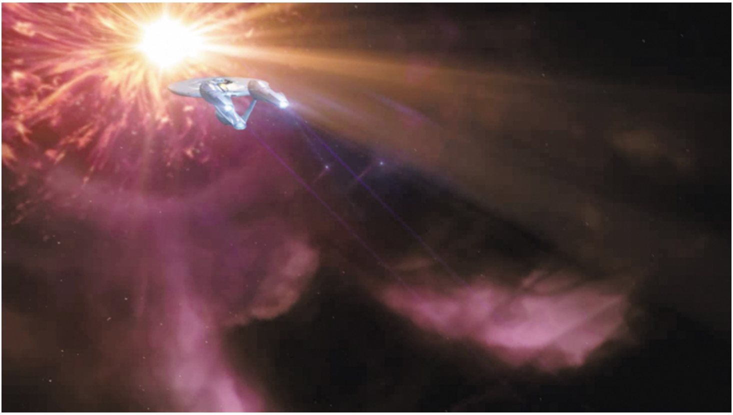


When the Gorn Commander's health is reduced to a sliver, a cinematic is triggered showing Kirk and Spock separating. Spock volunteers to take care of the Gorn Commander—he has a score to settle. If you're playing as Kirk, you see him race toward T'Mar and release her from the Gorn equipment in preparation for beaming aboard the Enterprise. Meanwhile, Spock runs after the injured Gorn Commander and injects him with the antidote synthesized by Bones. After receiving the injection the Gorn Commander writhes in pain before exploding.

With only seconds to spare, Scotty beams Kirk, Spock, and T'Mar aboard the Enterprise, just before the Gorn Mothership explodes.

Epilogue

As the trio arrive in the Enterprise's Transporter Room, Scotty and Lieutenant Uhura are there to greet them. Relieved, Uhura embraces Spock while Kirk helps T'Mar steady herself—it's clear that T'Mar has experienced extreme physical torture at the hands of the Gorn, as indicated by her ripped and blood-stained tunic.



But the Enterprise isn't out of trouble just yet. Scotty reports that fleet of Gorn ships have just emerged from the second rip. Kirk orders Sulu to plot a course for the first rip before it closes. Heavily damaged from its fight with the Gorn, the Enterprise reaches the rip only seconds before it closes, preventing the fleet of Gorn ships from pursuing them.

Endings

Stay around following the game's credits to get a quick glimpse at the Enterprise crew's next adventure. There are two different endings, based on which character you finished the game with. While the cinematic is identical in each ending, the voice over is different.

Kirk Ending

Captain's log, supplemental. The Federation is safe from the Gorn ... for now. I'm starting to wonder if there's anything

Spock and I can't do when we work together. It seems that the older Spock was right—our partnership, our friendship, really is something … special. Our mission would have not succeeded if not for the exemplary performance of my crew. They're all truly deserving of commendations for this one. I have recommended to both Starfleet and the Vulcan High Council that T'Mar be awarded honors for bravery. I am happy to report that she will be allowed to continue her work in the rebuilding of New Vulcan. I know that she still blames herself for what happened, but hopefully one day, she will realize it was Commodore Daniels who deserves the blame for the Gorn invasion.

We've just been given new orders by Admiral Pike to travel to the planet Nibiru to help with some sort of humanitarian mission. Hopefully this mission will include way less Gorn than the last one. Kirk out.

Spock Ending

First Officer's log, supplemental. It is regrettable that the Vulcan people have suffered yet another loss with the death of Surok. Although his legacy will live on through his work, his absence cannot be understated. I am however relieved to know that T'Mar will continue in her father's footsteps. Our people will benefit greatly by the work she is doing to rebuild New Vulcan. Dr. McCoy believes that her recovery will be long and arduous. But as someone familiar with her courage and convictions, I do not doubt that she will impress us all. She is, after all, Vulcan. I owe a great deal of gratitude to Captain Kirk. Against all odds, his steadfast leadership and lightning-quick decision-making have allowed us to save the Federation and the remaining Vulcan population from invasion. I am grateful that Dr. McCoy's antidote stopped me from causing permanent damage to the Captain. Losing him would be a tragedy for Starfleet and for myself.

The Captain has just informed the crew that we have been ordered to the planet Nibiru. Our role is yet to be articulated, but I anticipate that it will be a fascinating experience.